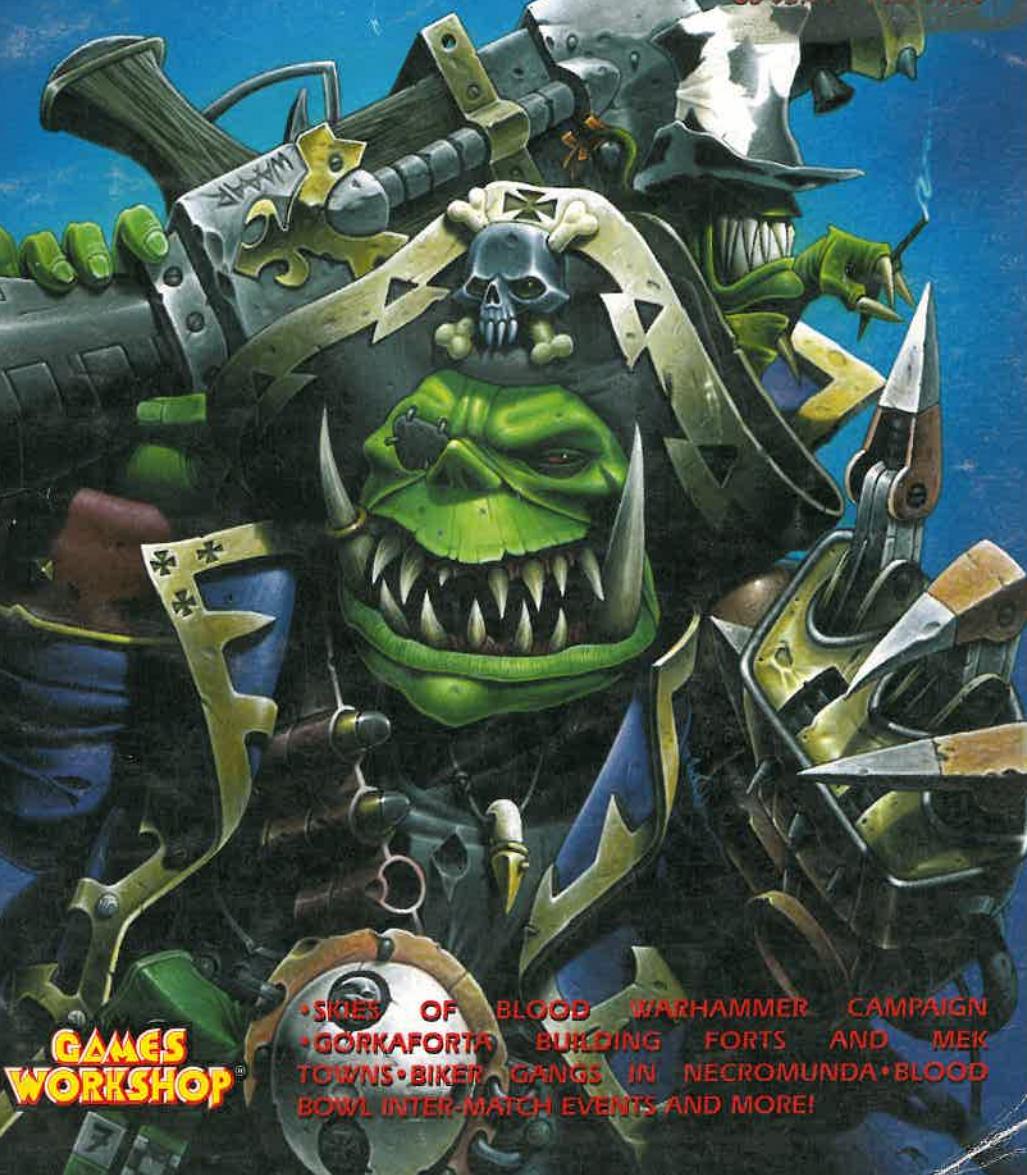


# THE CITADEL JOURNAL™

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GAMES  
WORKSHOP®

- SKIES OF BLOOD WARHAMMER CAMPAIGN
- GORKAFORTA BUILDING FORTS AND MEK TOWNS
- BIKER GANGS IN NECROMUNDA
- BLOOD BOWL INTER-MATCH EVENTS AND MORE!

# 'Showing up the Tinboyz'

By Andy Judson

ANDREW JUDSON from Shepshed in Leicestershire has been painting and gaming for about four years. Recently he has fallen in love with Brian Nelson's superbly evil Orcs and dedicates much of his time converting and painting them. Being a person that ardently loathes 'Tinboyz' (GW glossary: people who insist on playing with virtually no painted miniatures, fielding an army of shiny tin-soldiers, hence 'Tinboy') Andy has developed a quick and simple painting style and although he feels that his painting is not quite Easy Metal standard is proud of it nonetheless. He gives virtually all of his models a black undercoat rather than white as he feels it gives the models a darker, more realistic look.

Here, and on our inside back cover is a selection of some of his favourite figures. Of particular note is the Orc Standard Bearer (left). Curiously, Andy hates painting banners and so be decked this totem with all manner of shields, wolf tails, bits of skeletons and helmets as trophies further decorated with a piece of chain and a balsa cross-bar... not bad for someone who hates banners. The same standard building techniques has been used on a Gobbo Wolf Rider (see inside back cover). The figure on the right is Uriah Jacobus from the Sisters of Battle, cunningly painted as a Chaos Cult Demagogue of Tzeentch.

On the back inside cover, you'll find Andy's marvelously rickety Epic Ork stronghold. Gargaguddo (as he calls it) is a massive 24" by 12" and is 11" high. It took him just over a week to make and paint and now fills a good half of one of his shelves. He says that very little forethought or planning went into it and in true Orky fashion he just cut out bits of balsa and card and trimmed them to fit. The main structure and the Ork hieroglyphs are made from corrugated card whilst the other wooden parts are actually balsa. Once constructed, the whole fort was given a coat of PVA glue, sand and water and left to dry. Then it was sprayed black and once that had dried, finally painted. Using a humungous brush, metallic parts were painted Bolgum Metal, Brazen Brass and the wooden walls were liberally coated in Bestial Brown and Bubonic Brown. One Epic Ork fort ready to use in no time at all.





WELCOME TO THE  
JOURNAL...

YOU HAVE 1 CREDIT...

What??? I have to write an introduction for the Journal. NEVER! I'm off on holiday! Err... is that thing loaded, Steve? Oh, very well then...

Whenever I go to games conventions or tournaments, I always get asked one thing (well, actually people ask first whether there are any penguins in Finland, but that is another story.) What is it like to design games? As this seems to interest so many people, I thought I'd step into the lime-light and explain a bit of how the process works.

By definition, designing games is a compromise. You want to give the best possible game to the players, but you also have to think about the design time, artwork, miniature design deadlines and the possibility of premature heart-attack.

Warhammer rules have to be complex enough so that there is depth to a game, and yet they need to be able to reflect the Warhammer World and work both in small skirmishes and epic battles. This sometimes causes grief for tournament players who would prefer to have a rule for every situation. But, as Warhammer is a simulation of a battle in a fantasy world, all of the variables make a mockery of any attempt to cover everything that could possibly happen with specific rules. My own humble calculations put the length of such a rulebook at somewhere around 25,324 pages with 123,456 pages of errata added for good measure.

How army lists are designed is another subject which holds a deep interest for all gamers. Well, there are a couple of tricks to it. Army lists have to be organised so that

# Welcome to the Citadel Journal

by his 'Royal Beardiness'  
**Tuomas Pirinen**

when one army is fighting against another using the same points value, you end up with a reasonably balanced game. On the other hand, the lists need to be so flexible that gamers can fight with wacky armies like those consisting entirely of Goblins! The background needs to be entertaining, and at the same time it must reflect the dark and brooding world of Warhammer. It must also fit in to the existing background, which means that poor games designers often spend hours looking up obscure dates from ancient tomes in a desperate bid to find all the references needed for the current project. Sometimes it proves impossible to do this, and a games designer is forced to rely on a method called the 'Distemporal Bending of the Time/Place Continuum' (also known as 'tweaking') (*I've often wondered what that strange noise was, coming from the Design Studio, evidently they've been tweaking again! – Ed.*)

You also need to think how your wonderfully new models can be represented on a games table. Designing discorporeal ghosts or invisible troops might seem to be a great idea on paper, but it would not fit well into a table-top game!

Hopefully, I have been able to discourage a few would-be games designers (I hate the competition). On the other hand, for those people who aspire to write for the Citadel Journal hopefully they can benefit from my humble words. HAH! That's it! I've dealt with my responsibilities to the CJ. Now where is that absence request form...

*Tuomas*

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**Andy Jones**  
**PRODUCTION**  
**AND**  
**CO-ORDINATION**  
**Steve Hambrook**  
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**COVER**  
**Martin Hanford**

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**Product Code: 60249999027**

## Skies of Blood A Warhammer Campaign

By Derek Gillespie

Derek is from Dundee and has been playing Warhammer for seven years. He has small Dwarf and Bretonnian armies of 2,500 points but has a mighty 4,500 points High Elf Host. His main opposition has been his long time friend and opponent Steve Samson who fields a 'despicably smelly' Nurgle Chaos Horde. So, what inspired him to write a campaign of epic proportions? Just the fundamental need to have a damn good bash!

### Introduction

'Skies of Blood' is a five-scenario Warhammer campaign charting the progress of a Chaos warband as it rampages through northern Ulthuan, and the valiant attempts of *Prince Bel'Korandras* of Tirancoc to halt their advance, and drive them back into the sea. The campaign is designed for two players; one with a High Elf army and the other with a Chaos army of about 3000 – 4000pts. Several special rules will be used, and some of the old, now sadly unused magic items will be seen again!

### The Additional Rules of Play

#### a) The Characters

Throughout the entire campaign, there are special characters on both sides. These represent the two opposing army generals, and their subordinates. The scenarios will state which characters are to be used in which circumstances. These characters, and any rules which apply to them are detailed in the scenarios themselves.

#### b) Casualty Recovery of Characters

Inevitably, the special characters above will be wounded during the fighting that they take part in. When one of the special characters listed above survives the battle, but has taken wounds, then you should roll on the Necromunda *Serious Injuries Chart*, and apply the result for the rest of the campaign. If the character is killed during the battle, then roll twice on the Serious Injuries Chart, and apply both results! These rules only apply to the special characters Champions just aren't worth bothering about!!

#### c) Veteran Characters/Units and Chaos Rewards

All of the rules that are described in the Warhammer Fantasy Battle Book are used in this campaign (See pages 150-152 of your Battle Book for details of these).

#### d) Monsters/ Magic Items and Allies

Unless otherwise stated in the scenario, no monsters that have a value of over 100pts will be allowed in any scenario. Swarms are allowed. In a similar vein, in most scenarios, there will be a limit on the points value of Magic Items. This will be stated in the scenarios themselves. Allies will never be allowed!

### Scenario 1 - The Storm Breaks

In this scenario the Chaos invaders have just made a landing on the north coast of Ulthuan. The first encounter that they have is with the hardy residents of a nearby High Elf coastal settlement. Quickly the Elves sound the alarm and prepare for battle but the forces of darkness are almost upon them...

#### Set-Up/Deployment and Objectives

Set up the board as shown on the map (over) and set up your forces in their respective deployment zones. The High Elves set up first and move second to represent the surprise attack of the Chaos forces. This battle lasts for five turns. The Chaos player aims to take the village by getting a unit with less than 50% casualties into it at the end of the game. If this is achieved he gains +5vp's. The High Elf player aims to stop this happening. If he does, he gains +5vp's of his own.

**Chaos Invaders**

Select an army of up to 2000pts from the following lists:

**a) Characters**

The Chaos Army must be led by *Plaguestrangler Vilestench*, the Hero of Nurgle. He counts as the General of the army and has special rules as described earlier. You may select one Chaos Hero if you wish, but all other characters must be Champions allied to Nurgle. You may have one Champion per unit. You may also select a Sorcerer of up to 2nd level, who may be Nurgle.

**Plaguestrangler Vilestench, Hero of Nurgle.....230pts**

+20pts *Plague Banner*

Plaguestrangler has been sent on this mission as a representative of Nurgle, accompanied by his warband of Daemons and Chaos Warriors. However, while the nature of the alliance is meant to be co-operative, Plaguestrangler knows that he must attempt to win glory for his master, at the expense of Slaanesh, whatever the cost! To protect himself from assassination, Plaguestrangler is always accompanied by a Daemonic bodyguard of Plaguebearers, and always carries the mystical Plague Banner, a potent relic of disease and death.

	M	Ws	Bs	S	T	W	I	A	Ld
Plaguestrangler	4	8	8	5	6	2	8	4	10

**Weapons/Armour:** Plaguestrangler is armed with a Sword and Shield, and wears Heavy Armour.

**Magic Items/Chaos Rewards:**

Plaguestrangler always carries the Plague Banner, which is always carried by the standard bearer of the unit he accompanies. He may carry one further magic item chosen from the cards in Warhammer Magic or Warhammer Armies: Chaos as usual, but he may not be bought further Chaos Rewards. Plaguestrangler has the *Mark of Nurgle*.

**Save:** 4+

**Special Rule:** To protect him from assassination, Nurgle has gifted his Champion a bodyguard of Plaguebearers. At the start of the battle, Plaguestrangler receives a bodyguard of D4 Plaguebearers. These must

be deployed within 6" of Plaguestrangler, and if they stray outside 6" of him, they must return to within 6" of him as soon as possible. Should Plaguestrangler be killed, the Plaguebearers disappear to the realm of Chaos.

**b) Chaos Warrior Warband**

The army may include units selected from the following list:

0-1 Unit Chaos Knights

0+ Units Chaos Warriors

0-1 Unit Chaos Marauder Horse

0+ Unit Chaos Marauders

0-2 Chaos Chariots

**c) Allied Daemons**

The army may not include Greater Daemons. Lesser Daemons may be chosen as follows:

0-1 Unit Plaguebearers

0-1 Unit Beasts of Nurgle

0+ Units of Nurglings

**d) Magic Items and Monsters**

Magic items up to a value of up to 50pts may be used. Only the following monsters are allowed.

0-1 Unit Chaos Trolls

0+ Units Harpies

**High Elf Defenders**

Select an army of up to 1500pts from the following lists;

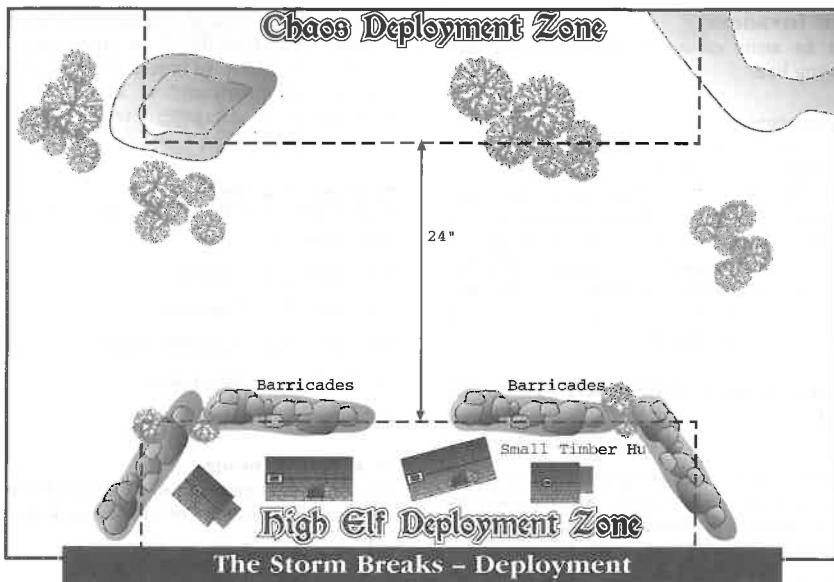
**a) Characters**

The defence of the village must be lead by *Morarion*, the Captain of Tirancoc's Silver Helms. Morarion counts as the General of the army. The army may not include a Battle Standard Bearer, but may include one extra Hero and a Champion per unit.

You may also include a single Mage of up to 2nd level.

**Morarion, Tirancoc Silver Helm Captain .....**142pts

Morarion, a young Elf of a few hundred human years, is famed throughout all of Tirancoc for his fiery impetuosity, and his ability to endow others with this same trait.



He answered Bel'Korandras' call to arms seeing the opportunity to earn fame and glory on the battlefield, and perhaps even assume Bel'Korandras' position should the Elven Lord have an, ahem, unfortunate accident!

M	Ws	Bs	S	T	W	I	A	Ld
Morarion	5	6	6	4	4	2	8	3
Elven Steed	9	3	0	3	3	1	4	1

**Weapons/Armour:** Morarion carries a Sword, a Lance and a Shield. He wears Heavy Ithilmair Armour and rides a Barded Elven Steed.

**Save:** 2+

**Magic Items:** Morarion may carry two magic items chosen from Warhammer Magic in the usual manner.

**Special Rules:** Morarion is always extra keen to engage the foes of Ulthuan. To represent this enthusiasm, Morarion, and the unit that he accompanies, get to add an extra +D6" to all of their charge moves during a battle.

#### b) Units

You may choose your units from this, rather restricted, list:

0-2 Unit Ellyrian Reavers

0-1 Unit Shadow Warriors

0+ Units Elven Spearmen

0+ Units Elven Archers

#### c) War Machines

Select your War Machines from the following list:

0-2 Repeater Bolt Thrower

0-2 Tiranoc Chariot

#### d) Magic Items

Magic Items up to a value of 50 points may be used. The High Elf player may select up to two Great Eagles but no other monsters.

### Scenario 2 - Terror in the Woods

In this, the second scenario, the High Elves have retreated inland to re-group against superior Chaos forces. One such group, commanded by the Mage Cerion, is trying to escape from the tightening noose of Chaos troops pouring inland from their ships.

#### Set-Up/Deployment and Objectives

Set-up the battlefield as shown on the map opposite, and deploy your forces in their respective deployment areas. The High Elf player sets up second to represent Cerion responding to the attack of the Beastmen. The Chaos player moves first, unless the High

Elves won the first scenario, The Storm Breaks. If this was the case, then both players roll a dice to determine who moves first, and the High Elves add +1 to their roll. The battle lasts for five turns. The High Elf player aims to get units with less than 50% casualties off the Eastern board edge. For every unit that succeeds, the High Elves may add its vp. value to their current total. For each unit that fails, the Chaos player may do the same. Note that Shadow Warriors may not infiltrate in this scenario.

### Chaos Invaders

Select a Beastman Warhost of up to 2000pts from the following lists:

#### a) Characters

The Warhost must be led by *Urgruk Thraka*. Urgruk counts as the Army General. You may include up to one Beastman Hero, and a Champion for each unit. Your army may have two Shamen, one of up to level 3, and one of up to level 1.

### Urgruk Thraka Beastman Chief. 224pts

+25pts *Potion of Chaos*

+10pts *Warpstone Charm*

Urgruk Thraka is a beastman that has risen to his current position by being possessed of the kind of temper that has terrified off all of the potential challengers to his throne. During battle, he becomes possessed with a form of berserker rage that makes him a danger to his own side, as well as the enemy. It is this quality that persuaded Saardis Yarn, with his sick sense of humour, to commandeer his services for this campaign.

	M	Ws	Bs	S	T	W	I	A	Ld
UrgrukThraka	4	7	6	4	5	4	6	4	9

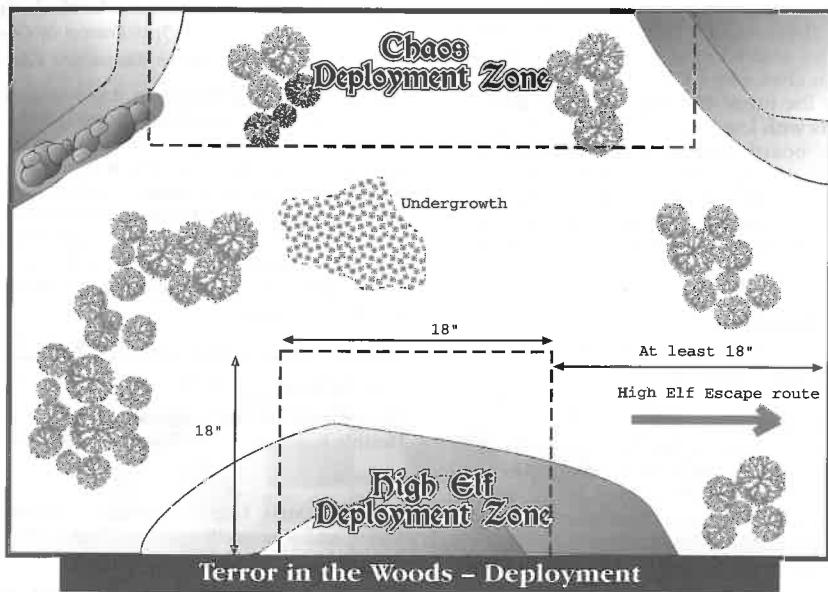
**Weapons/Armour:** Urgruk carries a huge Double-handed Axe, and wears Light Armour.

**Save:** 6+

**Magic Items:** Urgruk carries a *Potion of Chaos* and wears a *Warpstone Charm*. He may not carry any other magic items.

**Special Rule:** Urgruk is possessed by a





berserk hatred of all cowards. If the unit that he is leading flees for any reason he goes berserk and attacks his own side! He automatically inflicts as many hits as he has attacks on the fleeing unit (ie. normally 4 S6 hits!). Note that he does not flee when his unit flees, but remains in combat. If beaten in subsequent combats, he may break normally.

**b) Chaos Beastmen Warband**

You may select units from the following list:

0-1 Units Beastmen Bestigors

1+ Units Beastmen Gors

0+ Units Beastmen Ungors

0+ Units Chaos Hounds

0-1 Unit Chaos Thugs

0-1 Beastman Chariot

0-1 Units Minotaurs

**c) Daemons**

You may not select Greater Daemons or Lesser Daemons.

**d) Magic Items**

Your army may include magic items with a value of up to 60pts.

**High Elf Defenders**

Select an army of up to 1500pts from the following lists:

**a) Characters**

Cerion's patrol must be led by the special character *Cerion*. Cerion counts as the General. You may include two High Elf Heroes in the force, and each unit may have a Champion. The High Elves may not include any further mages in their army. Remember that Cerion is a Level 2 Mage himself.

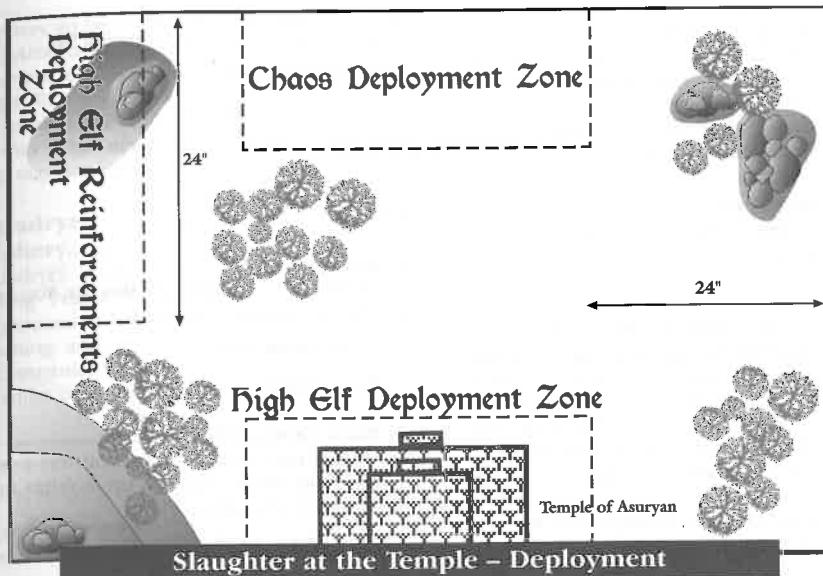
**Cerion, Mage Champion and Adventurer.....** 128pts

+50pts *Hungry Maw*

+50pts *Magic Mirror*

Cerion is a minor mage, of no major note in the pecking order of the Mages of Saphery. However, as an explorer and adventurer to the magical Shifting Isles off the coast of Ulthuan, he has earned great renown. These explorations have resulted in him discovering magic items of great power and antiquity, including his own *Hungry Maw* and *Magic Mirror*.

	M	Ws	Bs	S	T	W	I	A	Ld
<i>Cerion</i>	5	4	4	4	2	7	2	8	



**Weapons/Armour:** Cerion carries a sword

**Magic items/Spells:** Cerion carries the *Hungry maw* and *Magic Mirror*, and may carry no other items. He has two High or Battle Magic Spells from Warhammer Magic as normal. See the old Chronicles of War Supplement for rules for the *Hungry Maw* and *Magic Mirror*.

#### b) Units

You may choose your units from this, rather restricted, list:

0-1 Unit Ellyrian Reavers

0-1 Unit Shadow Warriors

0+ Units Elven Spearmen

0+ Units Elven Archers

#### c) War Machines

Select your War Machine from the following list:

0-1 Repeater Bolt Thrower

0-1 Tiranoc Chariot

#### d) Magic Items

The High Elves are relatively well provided for in this scenario because Cerion collects countless valuable artifacts on his travels to the Shifting Isles, and carries many with him.

Because of this, the High Elves may carry Magic Items with a value of up to 75pts, and one of the characters may carry the *Talisman of Hoeth*, which costs 85pts and makes the bearer a level 2 mage.

Also, the High Elves may use the *Power Stone* and the *Battle Stone of le Marquis*. Each cost 25pts, and are magic items. The *Power Stone* gives the bearer and his unit +1Str for one turn, whereas the *Battle Stone* gives the bearer and unit +1A for one turn. Each is one use only.

### Scenario 3 - Slaughter at the Temple

After watching the foul Chaos host from afar, despoiling the beautiful countryside of Ulthuan, the High Elves finally mustered enough forces to make a stand. Situated around the ancient Temple to Asuryan the battle would all hinge on whose gods were strongest that day.

#### Set-Up/Deployment and Objectives

Set-up the boattlefield as shown on the map above. If you do not have a temple in your scenery collection, then use a rough cluster of buildings. The High Elves deploy first, and move second in this scenario. The Chaos player does not set up at the start, but does

## Skies of Blood

get first turn automatically. He moves his troops onto the board from the marked edge in his first turn. The game lasts four turns, and is a fight to the death. Use the standard Victory system, but ignore VP's for possession of table quarters. When (if) Morarion arrives, he deploys as shown on the map.

### Chaos Invaders

Select a 2,000pt Slaaneshi Army from the following lists:

#### a) Characters

You must select *Kweezel Menstrange* to be your General for this scenario, and you may select one Chaos Hero of Slaanesh as well. As per usual, each unit may include one Champion. If this is a Chaos Champion, then he must be allied to the Chaos Power of Slaanesh. Additionally, you may choose one further sorcerer of up to level 2, who may be Beastman or Slanneshi in alignment. You may not include a Battle Standard.

#### Kweezel Menstrange, Master Sorcerer of Slaanesh.....240pts

+50pts *Chaos Familiar*

+10pts *Chaos Armour*

Kweezel Menstrange had always been a bit eccentric, so when it was discovered that he had become a sorcerer of Slaanesh, the men of the Empire zealously persecuted him, and drove him into the realm of Chaos. However, instead of perishing, Kweezel grew strong, and gained the favour of his master, the Prince of the Chaos Gods, Slaanesh. His cherished Familiar is a mark of his closeness with his master, and he has joined the invasion of Ulthuan in search of some of the mystical treasures of the land to offer up to his master.

	M	W	Bs	S	T	W	I	A	Ld
Kweezel	4	6	6	5	5	3	8	3	9

**Weapons/Armour:** Kweezel carries a Hand Weapon, and wears Chaos Armour. This is not classed as a magic item for Kweezel.

**Magic Items/Spells:** Kweezel has a Chaos Familiar, Kithelebar, and can carry two further magic items chosen from Warhammer Magic as normal. He may draw three spells from either the Slaanesh or Dark Magic Spell Decks.

**Chaos Rewards:** Kweezel may not be given further Chaos Rewards. As expected, he has the standard sorcerer's *Mark of Slaanesh*.

#### b) Chaos Warrior Warband

Pick your units from the following list:

0-1 Unit Chaos Knights

0+ Units Chaos Warriors

0-1 Unit Chaos Marauder Horse

0+ Units Chaos Hounds

0-2 Chaos Chariots

#### c) Allied Daemons

Select Lesser Daemons from this list. You may not choose Greater Daemons.

0+ Units Daemonettes

0+ Units Fiends

#### d) Magic Items and Monsters

The Chaos player may choose monsters worth up to 100pts. Magic Items of up to 60pts may be chosen by the Chaos Player.

0-1 Unit Chaos Trolls

0+ Units Harpies

### Tactical Help for the Chaos Player

This is an important battle for the Chaos player to win, but quite hard. If Kweezel Menstrange is killed, then the Chaos player will be outdone in the magic phases of the final battle. Also, after this battle, it is the Chaos player who will be forced onto the defensive, so you should try hard to win this one. The magical attacks of the High Priest of Asuryan can do serious damage to your plans, displacing your units, or stopping them moving, so your main objective should be to either stay out of his way, or disable him somehow. He isn't easy to kill however, so you may have to try a different approach. Finally, remember that a High Elf Relief force may arrive on one of your flanks, so be prepared for this.

### High Elf Defenders

This is an unusual game for the High Elves in that they have an additional special character and could also have up to two previously used characters as well. Some of the forces are also remnants of the previous battles. Select an army of up to 2,000pts from the following lists:

#### a) Characters

You must choose *Caradryel*, the Mage Lord of

Saphery, to be your General for this scenario and *Arhalien* as the guardian of the Temple to Asuryan. You may include up to two further High Elf Heroes in your force, and one Champion per unit. You may include one further mage of up to level two if you wish. You may not include a Battle Standard Bearer.

### **Caradryel, Mage Lord of Saphery.....331pts**

Caradryel is the appointed advisor to the young Prince Bel'Korandras, tutoring the impetuous noble with his many years of learning and study in the mystic arts. He accompanies his lord to war to smite the enemies of Ulthuan with his sorcerous power.

	M	Ws	Bs	S	T	W	I	A	Ld
Caradryel	5	4	4	4	4	3	9	3	9
Elven Steed	9	3	0	3	3	1	4	1	6

**Weapons/Armour:** Caradryel carries a Sword and rides an Elven Steed

**Magic Items/Spells:** Caradryel may carry four magic items, and draw four High Magic or Battle Magic spells from the decks in Warhammer Magic as normal.

### **Arhalien, High Priest of Asuryan .....400pts**

Arhalien, the High Priest of Asuryan, has served the lord of the Gods for longer than most Elves can remember.

	M	Ws	Bs	S	T	W	I	A	Ld
Arhalien	5	6	6	4	4	3	8	4	10
Elven Steed	9	3	0	3	3	1	4	1	6

**Weapons/Armour:** Arhalien wears no armour, and carries a Sword.

**Magic Items:** Arhalien is in possession of a set of unique Magic Items that have been passed down from successive High Priests; These are the *Comet Lance* (+1 to Hit, +3 S on charge, no save for armour, even Magic Armour), the *Belt of Power* (Unmodifiable 3+ Ward) and the *Staff of Asuryan* (Casts a spell at one unit within 30"). Roll 1D6 to determine effect. A 5+ is needed to dispel the Staff. This cannot be modified)

#### **The Staff of Asuryan Effects Table**

##### **1D6 Roll      Effects**

**1**    No Effect at all!

**2-3**    The unit must take an immediate

*Panic* test, even if normally immune to the effects of *Panic*.

**4**    The unit is displaced 2D6" towards its board edge.

**5**    The unit sustains D6 S4 hits, no armour save!

**6**    The unit may be moved anywhere on the battlefield by the High Elf player!

**Magic Spells:** The High Priest of Asuryan is always a potent sorcerer, and Arhalien is no exception to this rule. He is a 2nd level Mage, and may have two spells dealt randomly from either the High Magic Deck or the Battle Magic Deck.

#### **b) Units**

Choose your units from the following list:

**0+** Units Silver Helms

**0+** Units Elven Archers

**0+** Unit Shadow Warriors

**0+** Units Reaver Knights

**0+** Units Elven Spearmen

Any troops in this scenario that were not survivors of Scenario 2 – Terror in The Woods, but were bought for this battle may be assigned to the reinforcements, who will arrive during the game in the marked deployment zone. If Morarion survived the first scenario then he must be purchased to lead the reinforcements.

#### **c) War Machines**

Choose from the following lists. These limitations include war machines that survived Scenario 2.

**0+** Tiranoc Chariots

**0-3** Repeater Bolt Throwers

#### **d) Magic Items and Monsters**

The High Elf Army may include Magic Items worth up to 75pts if Cerion is taking part in the battle. Otherwise, Magic Items are limited to 50pts. The army may also include any number of Great Eagles, or Pegasi.

#### **Special Scenario Rules for the High Elves**

##### **a) Reinforcement Arrival**

At the start of each High Elf turn, including the first, roll a D6 and compare the result to the

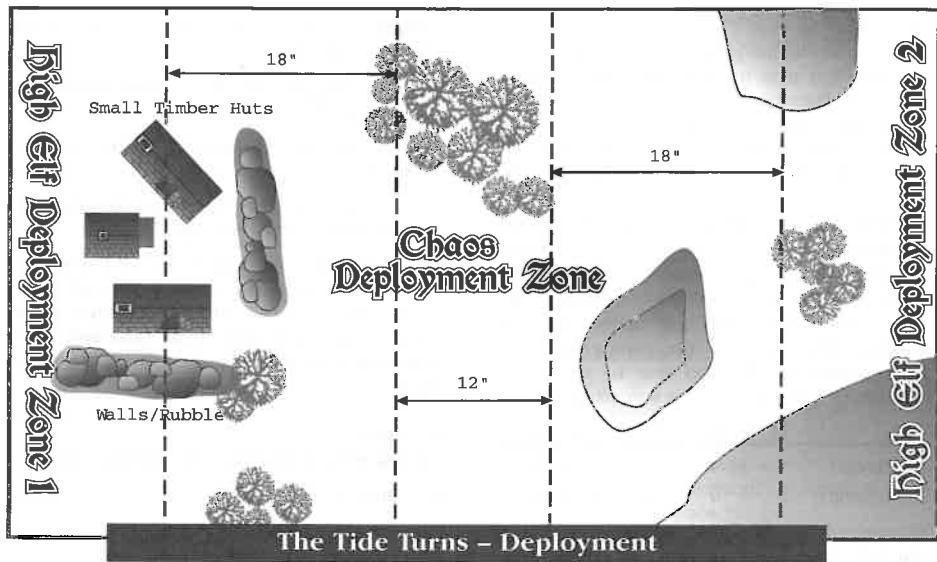


table to see if the Reinforcements arrive. If the High Elves won the first scenario, and Morarion is still alive, then you may add +1 to your roll. You do not have to deploy your reinforcements as soon as you are allowed them, but they must deploy at the start of your turn.

army must set-up in column as detailed in the 'Ambush' scenario from the Battle Book, and is also facing in a random direction, as detailed in the Battle Book.

#### Chaos Invaders

Select an army of up to 1,500pts from this list:

Turn Number	Score on D6
1	5+
2	4+
3	3+
4	Automatic

#### Scenario 4 - The Tide Turns

All over northern Ulthuan the forces of Chaos are encountering stiffening Elven resistance as reinforcements are brought through the series of Elven mountain fortresses. The time is now right for the High Elves to mount a massive counter attack...

#### Set-Up/Deployment and Objectives

Set-up the board as shown on the map below. Both of the players set-up in their respective deployment areas. The High Elf player sets up second, and automatically gets the first turn in this scenario. The game lasts for D3+3 turns. As before, you should use the standard victory point system for this battle. The entire chaos

#### a) Characters

Assuming that he is still alive, you must choose Plaguestrangler Vilestench, the Chaos Hero of Nurgle, to be your General. If, by some disaster, he has been killed in a previous conflict, then you must select another Hero of Nurgle to be your General. If you have to do this, then you may not have any other Heroes in your army. If Plaguestrangler is your General, then you may have one other Hero of Nurgle in your army. Each unit may have a Champion, and you may include two sorcerers, either Beastman or aligned to Nurgle, who may be up to level two in mastery. Also, if you won scenario 2, then you may include Urgruk Thraka as an independent hero. He may strain your character allowance however!

#### Saardis yarn,

**Chaos Lord of Slannesh.....358pts**

+35pts Serpentine Tail

Lord Saardis yarn is the foremost of the Champions of Slaanesh, never defeated in a

thousand conflicts for his master. This tremendous devotion and success have been rewarded by his master gifting Saardis with a most unusual gift – Saardis has a piercing voice that can physically injure his opponents. He has been put in command of the expedition to take Ulthuan, and knows that he must not be outdone by Vilestench, the servant of Nurgle accompanying him.

	M	Ws	Bs	S	T	W	I	A	Ld
Saardis yarn	4	9	9	5	5	3	9	5	10

**Weapons/Armour:** Saardis yarn carries a Sword and Shield, and wears Heavy Armour

**Save:** 4+

**Magic Items/Chaos Rewards:** Saardis has been rewarded with a *Serpentine Tail*, which has the same effects as a *Scorpion Tail*. He may carry two further magic items chosen from Warhammer Magic, but no further rewards from Warhammer Armies: Chaos. Of course, Saardis has the *Mark of Slaanesh*.

**Special Rule:** To represent Saardis' piercing voice, he can cast a spell in the magic phase. This may be dispelled as usual – count Saardis as a level 4 mage. If it succeeds, one unit within 12" takes 2D6 S3 hits, with no armour saves allowed! For the purposes of rebounds, the spell counts as power 2.

### b) Chaos Warrior Warband

Choose your units from the following list:

- 0-1 Unit Chaos Knights
- 0+ Units Chaos Warriors
- 0-1 Unit Chaos Marauder Horse
- 0+ Unit Chaos Marauders
- 0-2 Chaos Chariots

### c) Allied Chaos Beastmen Warband

If you won Scenario 2, Terror in the Woods, then you may also choose:

- 0-1 Units Beastmen Bestigors
- 1+ Units Beastmen Gors
- 0+ Units Beastmen Ungors
- 0+ Units Chaos Hounds
- 0-1 Beastman Chariot
- 0-1 Units Minotaurs

### d) Allied Daemons

Choose Daemons from the following. As usual, no Greater Daemons!

- 0-1 Unit Plaguebearers
- 0-1 Unit Beasts of Nurgle
- 0-1 Swarm of Nurglings

### e) Magic Items and Monsters

You may select magic items of up to 50pts in value for use in this scenario. You may not include any monsters.

### High Elf Defenders

Select an army of up to 2250pts from the following lists:

#### a) Characters

You must choose Caradryel, the Mage Lord of Saphery, to be your General for this scenario. You may include up to two further High Elf Heroes in your force, and one Champion per unit. You may include one further mage of up to level two if you wish. You may not include a Battle Standard Bearer.

#### b) Units

Choose your units from the following list:

- 0+ Units Silver Helms
- 0-1 Unit Swordmasters
- 0+ Units Elven Archers
- 0+ Units Reaver Knights
- 0+ Units Elven Spearmen
- 0-1 Unit Shadow Warriors

#### c) War Machines

Choose all of your war machines from this list:

- 0+ Tiranoc Chariots
- 0-2 Repeater Bolt Throwers

#### d) Magic Items and Monsters

The High Elf player may select magic items up to a value of 50pts for this scenario. If there is a character leading the Swordmasters of Hoeth, then he may wield the *Sword of Hoeth*, which costs 25pts, and gives the user +2S like an ordinary double-handed weapon, but does not force him to strike last. The High Elves may field up to 3 Great Eagles or Pegasi as unriden monsters in this scenario.

### Tactics for the High Elves

For the High Elf player in this campaign, this scenario should make a pleasant change, as it is the High Elves whom are finally on the offensive. You should make the most of this opportunity, and attempt to cause as much damage to the Chaos Horde as is possible. You have also been blessed with a Level 4 Mage! You should attempt to injure or kill both of the major Chaos Characters if possible, as this will cut down on their impact on the final battle. Finally, try not to get Caradryel hurt, as you need him for the final conflict.

### Scenario 5 - The Final Conflict

Total war has now come to the Shadowlands of Ulthuan and two mighty armies are forming up to do battle. This will be a deciding battle, for if the High Elves are victorious they will smash the dark forces of Chaos and secure peace in Ulthuan for the next hundred years. If, however, they are defeated then all may be lost to darkness...

#### Set-Up/Deployment and victory Conditions

Set-up the battlefield and deploy your troops

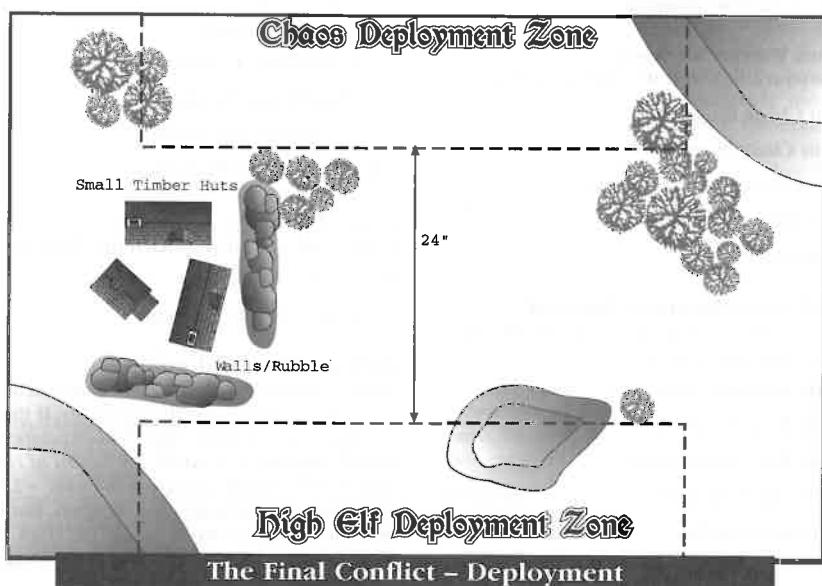
as shown on the map. Units are placed alternately, with the player that has won the most battles placing second. The battle is a fight to the death, with the standard victory conditions applying. The game lasts six turns, and the first turn is decided by rolling a D6. If the High Elves won scenario 4, then they add +1 to their roll.

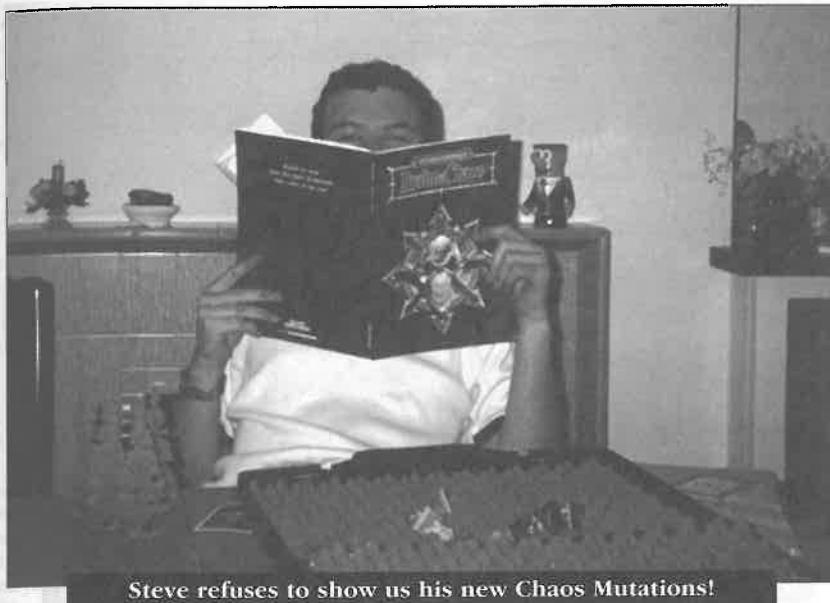
#### Chaos Invaders

Choose a 3,000pt army from the following lists. However, if you lost Scenario 4, The Tide Turns, then you may only select 2,500pts worth of troops!

##### a) Characters

The Chaos Army must be led by *Saardis yarn*, the Chaos Lord of Slaanesh. You may also include any of the other special characters that have survived the previous scenarios if you wish, but this will heavily strain your character allowance. You may include one Champion per unit, and one Sorcerer of up to level two. Note that this Sorcerer is in addition to Kweezel Menstrange, is he is still alive. All characters must be aligned towards either Slaanesh or Nurgle.





Steve refuses to show us his new Chaos Mutations!

**b) Chaos Warrior Warband**

You may choose your units from the following:

0-1 Unit Chaos Knights

0+ Units Chaos Warriors

0-1 Unit Chaos Marauder Horse

0+ Unit Chaos Marauders

0-2 Chaos Chariots

**c) Allied Chaos Beastmen Warband**

If you won Scenario 2 - Terror in the Woods, then you may also choose:

0-1 Units Beastmen Bestigors

1+ Units Beastmen Gors

0+ Units Beastmen Ungors

0+ Units Chaos Hounds

0-1 Beastman Chariot

0-1 Units Minotaurs

**d) Allied Daemons**

Choose your daemons as follows. The Chaos Player may use Greater Daemons only if he has won all four of the previous battles. If this is the case, his sorcerers have succeeded in gaining enough power to summon Greater

Daemons!

0+ Units Plaguebearers

0-1 Unit Beasts of Nurgle

0+ Swarms of Nurglings

0+ Units Daemonettes

0-1 Unit Fiends of Slaanesh

The usual rules for Daemons apply (you must have the appropriate Champion to summon Daemons. This means that you may only have Slaanesh or Nurgle Daemons!)

**e) Magic Items and Monsters**

The Chaos player may choose Magic Items with a value of up to 50pts, unless he won Scenario 3, in which case he may include 75pt magic items. Monsters of up to 100pts will be allowed.

0-1 Unit Chaos Trolls

0+ Units Harpies

**High Elf Defenders**

Choose an army of 3,000pts from the following lists:

**a) Characters**

You must include *Bel'Korandras* of Tiranoc to



Derek considers his next move, either that or he's fallen asleep!

be your general in this scenario, and you may also include any other special characters that have survived the previous scenarios. You may include one additional Hero in your army, and up to one champion per unit in your force. You may not include any further Mages.

**Bel'Korandras. Prince of Tiranoc, General .....196pts**

+50pts *Helm of Tiranoc*

Prince Bel'Korandras of Tiranoc is one of the fast rising heroes of Ulthuan. He has been given charge of the defence of the north of the continent against the invading forces of Chaos. He is well loved by the troops under his command, and has every intention of ridding Ulthuan of the Chaos scum as soon as possible.

M Ws Bs S T W I A Ld

	M	Ws	Bs	S	T	W	I	A	Ld
Bel'Korandras	5	7	7	4	4	3	9	4	10
Elven Steed	9	3	0	3	3	1	4	1	6

**Weapons/Armour:** Bel'Korandras carries a Sword, Lance, Shield and Longbow. He wears Heavy Ithilmar Armour and rides a Barded Elven Steed.

**Save:** 2+

**Magic Items:** Bel'Korandras always wears the *Helm of Tiranoc*, which has the same effects as a *Black Amulet* except that it doesn't run out. He may carry two other magic items chosen from Warhammer Magic as normal.

**Special Rules:** Bel'Korandras' presence so inspires his troops that all troops within 12" of him may add +1 to all of their Combat Resolutions!

**b) Units**

You may select your units from this list:

0+ Units Silver Helms

0-1 Unit White Lions

0+ Units Elven Spearmen

0-2 Units Shadow Warriors

0+ Units Reaver Knights

0-1 Unit Swordmasters

0+ Units Archers

**c) War Machines**

Take your pick of War Machines from the following:

0-4 Repeater Bolt Throwers

0+ Tiranoc Chariots

**d) Monsters and Magic Items**

The High Elf player may initially choose magic items with a value of up to 60pts, but if he won Scenario 3, – Slaughter at the Temple, then he may choose items with a value of up to 100pts. Also, if Cerion is still alive, then the High Elf player may use some of his magical treasures that he carries with him at all times. This allows the High Elves to make use of both the Battle Stone and the Power Stone described in the Magic Items section of Scenario 2.

The High Elves may use monsters of up to 100pts in this final battle.

**Player's Afterthoughts****Chaos Theory – By Steve Samson**

After playing the Campaign twice (*Cor blimey, it must be good! – Ed*) I think that we ironed out most of the problems that arose during playtesting. One thing that still sticks in my mind though is that Arhalien, the High Priest of Asuryan, is just too hard for his own good (to the considerable detriment of the Chaos army).

The only problem with fighting High Elves in defence is that you often get shot to pieces before you can mince 'em in combat. What I did to combat this was to have a unit of

Harpies and attack in the rear whenever you get the opportunity.

I also found that having your Chaos Champion turned into Chaos Spawn isn't always a bad thing, especially if he does as good as Henry (this was Steve's beloved Chaos Spawn, who killed over twelve archers in hand-to-hand combat!).

On the whole I found the campaign to be original, interesting and above all fair.

**High-Brow Philosophy****– By Derek Gillespie**

Having played the campaign twice I ended up winning the first scenario first time around and then losing on our second playtest! Oddly enough I came out of that battle without losing a single Victory Point from casualties, but I had only gained 2 VP's and just couldn't stop those Chaos Warriors getting into the village and gaining 5VP's. This was annoying considering that I almost broke the Beastmen with Plaguestrangler Vilestench (worth a beefy 6 VP's) in the last turn, but Steve passed his Break test with a re-roll from somewhere.

As for the campaign, I loved making up special characters and special rules to add spice and uncertainty to the whole proceedings.



Keeping the forces of Chaos out of the village proved a little difficult!

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# GORKAMORKA®

## GORKA FORTA!

### Building GorkaMorka Forts and Mektown Buildings

*By Gary James, aided and abetted by fort bildaz Nikki, Minkus, James, Mark and Stunty.*

That Gary James is soon becoming a legend in his own lunchtime! Not content with the rigours of running the busy and successful Lincoln games club (see Overwatch! in issue 24) and the time consuming efforts of articles like 'Necromovies' and 'The Underhive Workshop', Gary has nailed and glued together this feast of 'Gorka modelling and mayhem'. You can see some of Gary's Grot's Forts on the back cover shown in glorious technicolour.

Anyone who owns the GorkaMorka box set will have been impressed by the card fort which is included... in fact, their boyz have no doubt made it their home already. However, there's nothing quite like scratch building your own fort or Mektown, complete with bigga wallz, fikka dorz, sharper spiky fingz, and lots of junk, orky bitz and know-wots.

This article describes how the fort bildaz of Games Workshop Club Lincoln went about making their own GorkaMorka buildings and winning the young bloods and senior member's fort building competition.

#### WHAT YOU'LL NEED

- A base for your fort which may be Medium Density Fibreboard (MDF), hardboard, or plywood

A variety of salvaged materials for wall sections. We used:

- Balsa wood, drinking straws, tooth picks
- Car repair mesh, corrugated wood joints and fuse wire
- Foam core, thick card and corrugated cardboard

Detailing materials for your base. Think about:

- Sand, gravel, cat litter (clean, unless you take your orky modelling very seriously!)
- Broken gadgets and junk such as hairdryer motors, broken circuit boards, old sci-fi toys, nuts and bolts and so on

- Incidental miniatures like squigs, snotlings, grots and fungi made from modelling putty
- Bolt heads, split peas and lentils for orky rivets

Finally you'll need some tools, glue and stuff.

- A craft knife and some pliers or wire cutters
- PVA (Elmer's) wood glue
- Superglue
- Small nails

#### METHOD

##### Step 1: Prepare the base

Begin by deciding on the overall size and shape of your fort and then cut the base to size. At this stage think about how you are going to store it or, better still, get a storage box and build your fort to fit it.

Having cut the base you can then add a layer of polystyrene (styrofoam) if you wish. This allows you to cut into the polystyrene to contour the base a bit and add a trench around the fort walls if you like this effect. One of the forts featured used this technique, and one didn't.

##### Step 2: Make the door

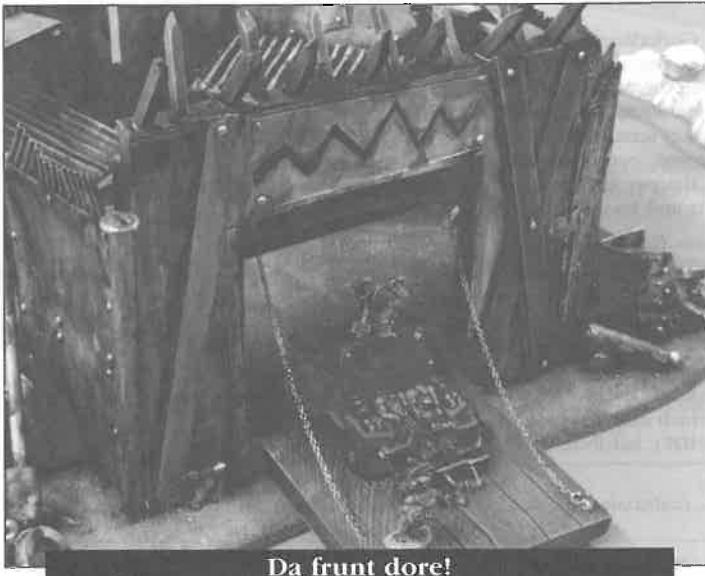
The next stage is to decide upon the design of your door and build it first, before adding the walls. In our competition all the forts had to have a working door. As it happens most

## Gorka Forta

people went for a drawbridge, so I'll show you how to make one of those.

Make the door from balsa wood. It is easier to use one large piece and carve a planked effect into it. If you prefer a metal door then use balsa wood but cover it with cardboard which can be painted silver with rivets added. Be sure your door is wide enough for your trunks and high enough to take banner poles and tall vehicles.

Once you have your door cut out make a door frame of three pieces of balsa wood. The door and frame for Mark and Stunty's fort can be seen in the picture (below). The zig-zag pattern and planks are just cardboard stuck over the door frame. Don't glue the door frame together until you've made the hinges!



Da frunt dore!

You will want your door to open and close. Make a pin hinge by pushing a small nail into the bottom of the door at each side with about 10mm sticking out. Snip the heads off the nails with some pliers or wire cutters and push these into the door frame. This is shown in the next picture (overleaf). Make sure you have enough clearance at the bottom of the door to allow it to swing open. Test the action and when you are satisfied, glue the door frame together and then glue the whole thing

to your base board. Be careful not to get glue on your door or you'll glue it shut!

You can just lift the door up and down by hand or, like Mark and Stunty, add some jewellery chain which goes through the door frame to some winding gubbinz behind so you can wind the door up and down. The winding gubbinz is just a bamboo barbecue skewer or plastic rod which spins in two blocks of balsa wood. The chains are glued to it.

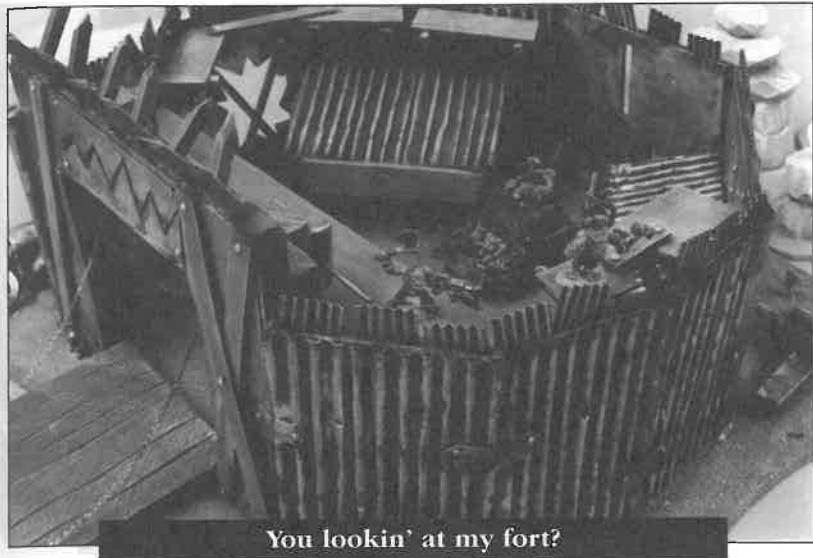
### Step 3: Build up the walls

The forts are basically a circle of walls made up of various oddments of materials. If you have added a polystyrene base you can stick wooden rods into it to hold the wall sections... in fact, bamboo barbecue skewers stabbed

into the base to make a wall look very effective. Mark and Stunty made a number of wall panels from foam core (or cardboard) and then glued materials on the outside to make the wall panels. They used a lot of corrugated cardboard which looks like corrugated metal sheeting when painted up. They also use plain cardboard with scratches and holes cut out, and lentils added as rivets. Try sticking patches of cardboard on here and there with split peas or lentils in the corners.

Corrugated wood joints (from DIY or hardware stores) are sharp, corrugated metal pieces used in joinery. These have been stuck around the wall tops by stabbing them into the foam core.

Nikki, James and Minkus used a wide variety of wall materials, some of which can be seen in the picture facing. I especially liked the drinking straws wired together with fuse wire, and the car repair mesh wired to poles. You



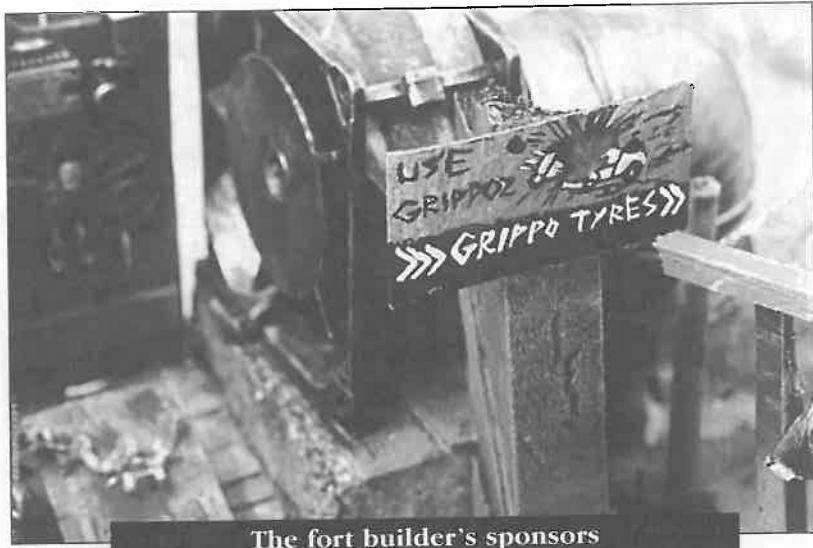
can also see a Necromunda plastic wall section or two.

#### Step 4: Detail the interior

Your fort will have a big empty interior which can be filled with strop heads, shacks, mekboy workshops, ladders and junk. Mark and Stunty made tin shacks from cardboard with corrugated cardboard roofs.

Nikki, Minkus and James' fort had more sinister detailing, such as the 'operashun tabul' (below) and some teknikal stuff like Oily Fikzitts shoppe and giant fan (broken computer fan). These can be seen in the picture overleaf. It is a good idea to add platforms and planks around the tops of your walls so the boyz can shoot over the top.





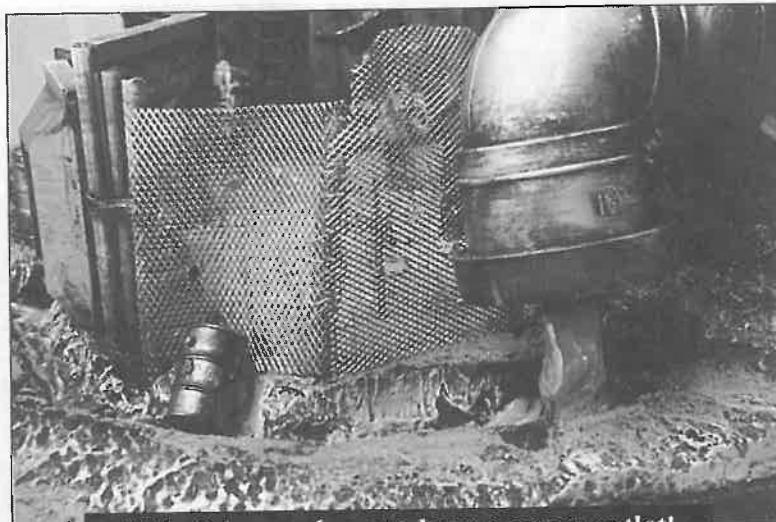
The fort builder's sponsors

#### Step 5: Detail the exterior

It is the detailing of the forts that really brings out the character of the model and makes it unique. Mark and Stunty added lots and lots of junk which they make from broken household appliances, bits of plastic rod, old washers, broken circuit board bits and so on. Minkus, Nikki and James used some oil drums from the accessories sprue. Both teams of builders added extra miniatures and details all

over the forts and base by picking suitable figures from the Citadel range. In the picture below you can see a large sewer pipe (made from a 90 degree plumbing elbow) spewing 'Goodness knows' what into the trench around the fort.

Da boyz also have a couple of not so friendly guard squigs to fend off unwanted visitors (see outside back cover).



With Orks you have to have a sewer outlet!



Da Snot-flap!

Mark and Stunty's fort is overrun with snotlings, and da boyz have very thoughtfully provided a snot flap for them at the back of the fort (picture above).

#### **Step 6: Finishing and painting**

I generally spray the whole of the fort black and then paint the metallic area with Boltgun metal followed when dry with a Chestnut Wash to give a rusty effect. Wooden areas can be painted with Bestial Brown and then dry brushed with light brown, such as Skull White with some Snakebite Leather added.

The bases of the forts are covered with PVA glue and then sand. This can be painted up in suitable colours – I find very watered down Skakibite Leather makes a good first coat, followed by a dry brush of very light brown.

Remember that orky forts are supposed to look ramshackle and chaotic, which makes them the perfect terrain project for you to cut your teeth on. When you are ready to branch out into more terrain building why not check out my web site to see dozens of ideas from modellers all over the world? You'll find it at <http://www.altdorf.com/terragenesis>. Happy building. Waaaaagh!

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# CHILDREN OF THE KRAKEN

## Genestealer Cults in Epic 40,000

By Andy Worsley

Andy is a distinguished chap from Stockport, Cheshire and has been gaming and collecting since he was at college in Nottingham, of all places, for about the last thirteen years. These days it's a little less manic, what with a family and two children, but he still likes to slap on a bit of paint now and again. Andy told us that the best reason to print his article would be to annoy the Manager of the GW Warrington store, who plays Imperial Guard in Epic and hates the idea of some 'damned impertinent upstarts' racing around the battlefield in HIS Chimeras!

Ever get the feeling that those new people in the next block aren't quite what they seem? Now you know why, Genestealer Cults are back! (*Cue gaudy title sequence, with obscure camera angles and groovy retro-seventies music! – Ed*)

One of the omissions from the new (and most excellent) Epic 40K rules was that although you could have a straightforward chaos cult, there were no provisions for the archetypical, insidious nature of Genestealer Cults. Now, borrowing heavily from articles in WD's 114-117, you can have your own secret society devoted to the Great Devourer.

The basic format of any cult remains the same; a powerful leader supported by fanatical followers. So, the Detachment list is not too dissimilar to that in the Chaos section but, quite obviously, includes Genestealers. Only one Cult Detachment can be fielded per Tyranid army.

### Cult Members

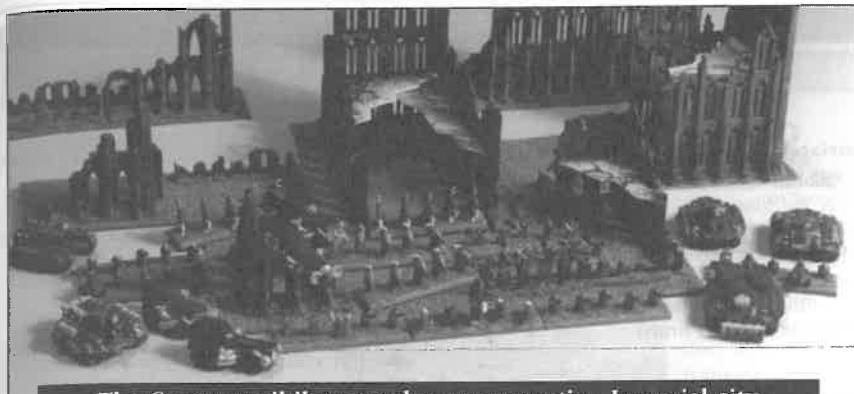
The leaders of the Cult are organised into an inner sanctum called the Coven. This includes the original Genestealer that fathered all of the Hybrids in the Cult, called the Patriarch. The leading Fourth Generation Hybrid is called the Magus and is responsible for the day to day running of the Coven. The innate psychic powers of the Magus help to convince new members to join and as Fourth Generation Hybrids are relatively human in appearance, they do not raise suspicion. As

the Coven is so important to the success of the Cult, it is often accompanied by Coven Guards. These can come from any type of cult membership but must be transported in sinister looking black limos if the command units are mobile. It is generally the case that these gothic looking vehicles are used because of their blacked out windows, swift turn of speed and armour helps protect the Coven from prying eyes and flying bullets, should their secret purposes be exposed.

The rest of the detachment is made up of Genestealers, Hybrids and human Initiates. The ratio of each type is determined by how long the cult has been active. A relatively young Cult will be smaller but include more Genestealers and Hybrids than a larger one as the breeding process is still in its early stages. As the cult grows the Magus will recruit more Initiates and so the larger Cults will have units of Brood Brothers and sometimes access to support weapons liberated from the local Planetary Defence Force barracks. 'The Children of the Kraken', my own Cult, is an older Cult which has been in existence for some time and is at its full strength. The time has come to call to the Hive Fleet to overthrow the planet and move on to start the cycle once more.

### Special Abilities

The strong psychic link between brethren is denoted by the *Brood Telepathy* special rule which simulates the Hive Mind telepathy between all the Cult members. This gives the



The Coven annihilate another unsuspecting Imperial city

Cult a very strong resistance factor as they will only start to take Morale tests when all synapse creatures or equivalent are destroyed. For a Genestealer Cult I have taken these to be the Patriarch and Magus.

The prime purpose of a Cult is to weaken the powerbase of a planet prior to a takeover allied to an invasion by part of the Hive Fleet. The fleet is guided through space by a Psychic Beacon emanating from the Patriarch. This is represented by the ability to drop *Mycetic Spores* in the first turn.

Being spread throughout all levels of society on the planet provides the Cult with the ability to infiltrate most levels of security without raising suspicion. The entire cult has the *Infiltrators* special ability.

Brood Brothers, enrolled into the cult by the

persuasive power of the Magus, are prepared to lay down their lives to protect the Coven and so, are subject to *Rampage*.

### Breeding the Hybrids

My own Genestealer Cult comprises a good selection of forces from the options available. Converting Epic scale figures to make Hybrids may seem daunting (*not to mention a little insane!* – Ed) but Imperial Catachan and Valhallan units with Hormagaunt arms make acceptable Assault units and any Imperial legs (except Ratlings!) with Gargoyle bodies can pass for Heavy Weapons squads. Coven Limousines were a little more tricky, but Ork Speedstas with their weapons removed can pass, given a bit of filler. For the Magus I used a Primaris Psyker who has decided to play for the opposition. Finding a way of making the

	Speed	Range	Firepower	Assault	Armour	Special
Patriarch	15	–	–	6(12)	4+	Brood telepathy, Psyker, Hero
Magus	10	30	1	1	3+	Psyker
Hybrids	10	15	1	3(4)	3+	+Assault
Hybrid Support	10	15(45)	1(2)	3(2)	3+	Hvy Weapons
Brood Brothers	10	30	1	1	3+	Rampage
Brood Brother Support	10	30(45)	1(2)	1(1)	3+	Hvy Weapon, Rampage
Genestealers	25	–	–	6	4+	
Coven Limousine	30	30	1	0	6+	Transport (1)

## GENESTEALER CULT DETACHMENT

### Command

You must choose a command squad

#### 1 Patriarch.....55 points

Consists of 1 Genestealer unit (*Hero/Psyker*)

*Extra cost to:*

Include *Brood Telepathy*\*.....+25 points

Mount in Limousine.....+16 points

(\* must be taken by at least one Command

Squad if the Cult includes any Brood

Brothers or Support units)

#### Up to 1 Magus.....17 points

Consists of 1 Cultist unit (*psyker*)

*Extra cost to:*

Include *Brood Telepathy*\*.....+25 points

Mount in Limousine.....+16

points

Up to 1 unit of Genestealers, Hybrids or Brood Brothers may be taken per Command squad in addition to the Main Force but must be mounted in Limousines as a Command squad.

### Main Force

Choose up to 10 units from the following list:

#### Genestealer squad.....10 points per unit

Consists of 1 to 2 Genestealer units

#### Hybrid squad.....8 points

Consists of 1 to 4 Hybrid units

*Extra cost to:*

Include Psyker\*.....+10 points per unit

Assault\*.....+1 point per unit

Heavy Weapons\*.....+8 points per unit

Mount in Chimera.....+14 points per unit

\* Choose only one option

#### Brood Brothers squad....8 points per unit

Consists of 1 to 6 Cultist units (*Rampage*)

*Extra cost to:*

Include Hvy Wpns.....+8 points per unit

Mount in a Chimera...+14 points per unit

### Support

Make up to 5 choices from the following list, but you may not exceed the number of choices made on the main force list.

#### Sentinel Squadron.....8 points per unit

Consists of 1 to 3 Sentinels

#### Support Wpn battery....13 points per unit

Consists of 1 to 3 support weapons

#### Leman Russ battle tank.....32 points

#### Demolisher support tank.....22 points

#### Griffon Mortar.....19 points

#### Hellhound flame tank.....12 points

#### Hydra Flak tank.....24 points

Notes: Any unit that is part of the detachment can be designated as the detachment HQ subject to the Brood Telepathy chain. If the original HQ is destroyed the next unit in the chain becomes the new HQ. If all the Synapse creatures are destroyed the Cult must take Morale tests as normal.

A Genestealer Cult always uses the *Infiltrators* and *Psychic Beacon* special rules. They can do this regardless of the scenario being played.

**Psychic Beacon:** Any Tyranid Army which includes a Genestealer Cult Detachment may deploy *Mycetic Spores* on Turn 1.

**Brood Telepathy:** Extends Hive Mind link to non-Tyranid units such as Brood Brothers and Support units.

**Brood Telepathy Nexus:** Patriarch>Magus>Hybrids>Genestealers>Any other unit



Your Limousine, Sir

Patriarch stand out was difficult as I did not want to field a straightforward Genestealer unit because this would not have conveyed the size and power of this venerable creature who is literally the daddy of them all. The only similar Epic model was a Lictor and with its claws removed and accompanied by Termagants to make it look even bigger on the unit base it seemed to be the best option. I am

sure that someone out there can do better though.

### Summary

These rules are by no means official and definitely in need of more playtesting to ensure they don't unbalance the game, but I think the relatively high price for the Coven and its transport, plus the limited size of the largest Cult will offset the special abilities. The only bearded option I have spotted, which you must

ruthlessly eradicate should you come across it, is for someone to pick a Cult consisting of only the Patriarch at 55 points purely to get a *Mycetic Spores* roll on turn one! (*Not to worry, should we catch anyone attempting this most ungentleman like behaviour, we'll shave them!* –Ed)

Let the 'Children of the Kraken' awaken!



Finally exposed, the Cult is out and it's ravenous!

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TM

# Get Yer Motor Runnin'

## Biker Gangs in Necromunda

by Isaac Tobin

*(With a little help from Tjeepke Heerinja, Edwin Voskamp's Internet Mailing list and those kind enough to give some some feedback.)*

Isaac, who's a regular contributor to the Journal, is a seventeen year old High School Senior in Honolulu, Hawaii (*GIT! - Ed*) and has been playing games since he was nine. He's a fanatical Warhammer 40,000 player with sizeable armies of Space Marines, Tyranids and Imperial Guard and also fields Redemptionists in Necromunda, the 'Pasty Boyz' in GorkaMorka and Imperial Space Marines in Epic 40K.

A while ago, Isaac was sitting watching the ultra-cool Japanese, Manga action-animation, Akira, when in a blinding moment of clarity it came to him – he needed some popcorn to go with the movie! A short while later, when it had all sunk in, he was inspired to write and playtest an article for bad-ass outlaw bikers in Necromunda (*God help us if he watches anything like 'Wicked City' then! - Ed*)

### OVERVIEW

The Underhive is a very strange place, with a bizarre mix of extremely advanced technology, primitive crossbows, and stone-age clubs. None of this technology was invented, all was imported from the rest of the Imperium. There are almost no means of transportation in the Underhive besides walking on foot (or being carried by your slaves). However, some unhinged individuals adapt old civilian bikes, or create new motorcycles from spare scrap metal.

Only a few of the UnderHivers have the technical expertise to maintain these bikes, and fewer still are crazy enough, or stupid enough to ride these bikes.

Any gang type from any house may use bikes (except for Ratskins and Scavvies). Only Heavies may ride bikes, because they are the only ones with the mechanical expertise. Any Heavy may instead of buying a Heavy or Special Weapon buy a bike to ride on. A bike costs 120 points, and are not rare.

There are some who are even crazier. These speed-crazed outcasts of House gangs band together, forming gangs of Outlaw Bikers. These outlaws live nomadic lives, wandering from one outlaw trading post to the next, looting and pillaging on the way. The rules for

Outlaw Biker Gangs can be found at the end of this article.

Bikes have the following starting profile:

**BIKE.....120 Creds**

M	T	W	SAVE
8	5	2	5+

### MOVEMENT

The bike and rider are treated as one model for the purposes of movement. Bikes do not move normally – they do not charge or run either. Instead bikes move at three speeds. At the beginning of each turn you must declare what speed your bikes will be moving at (note that you can change from any speed to any speed – Necromundan bikers are very experienced):

**Slow Speed:** The bike moves normally, up to its M value. The bike may make up to four 90 degree turns (or eight 45 degree turns if you like). The rider may shoot any pistol weapons, or throw any grenades normally. He may also fight in hand-to-hand normally.

**Cruisin':** The bike moves up to twice its move (usually 16 inches). The bike may make up to three 45 degree turns. Any models shooting at the bike have a -1 to hit modifier.

The rider may shoot any pistols, throw grenades at a -1 to hit modifier, and engage in fire normally, except he adds +1 to his Str if he is using a hand weapon (NOT a pistol).

**Fast:** The bike may move up to three times its move (usually 24 inches), but it may only make a single 45 degree turn. Any models firing at the bike are at -2 to hit. The biker may shoot pistols, at -1 to hit. He may fight in Hand-to-Hand, in which case he adds +1 to his WS, and +2 to his Str.

**Skid Turns:** Bikers are highly skilled with their bikes, and are able to make daring high-speed manoeuvres. Skid turns are one such manoeuvre – the biker leans over while turning the bike, spinning the whole bike around, in a very dangerous display of skill. Any bike may make any number of skid turns while it is travelling at Cruisin' or Fast speeds, in addition to its normal turns. Each skid turn lets the bike turn 45 degrees. However, you must roll a D6 and consult the skid turn table below:

Speed/Score	Result
-------------	--------

Cruisin'/Fast

- 1 The bike crashes and is destroyed together with its rider (i.e. they both go out). The flaming wreck travels straight forward for the remainder of its maximum fast move, and then explodes with an area radius of 1" causing a strength 4 hit on any target within the effect area. If the bike hits something before its move is complete, work out normal collision damage and then the bike explodes.

1 2 The biker skilfully guides his protesting machine in the desired direction, but is too preoccupied to do anything else this turn. No weapons may be fired from the bike this turn, including any fired by a passenger. In the case of a skid brake, they cannot dismount either.

2-3 3-4 The biker skilfully guides his protesting machine in the desired direction, but is too preoccupied to do anything else this turn. The rider may not fire any weapons. In the case of a skid brake, he cannot dismount either. A passenger may shoot or dismount as normal.

4+ 5+ The biker successfully completes the manoeuvre.

**Skid Brakes:** A skilled biker can use a Skid Brake to bring his mount to a sudden halt. Although it is not without danger, this can be very useful. A Skid Turn can be used to take a bike down from any speedband to any other speed band. Roll on the Skid Turn Table for every speed band beyond the first. Example: a biker wants to go from Fast speed o a complete standstill. This brings him down three speed bands, so he has to roll twice on the Skid Turn Table.

### HIT-AND-RUN ATTACKS

Models riding on bikes may not engage in hand-to-hand combat in the same way as normal models – they may not charge. However they may make *Hit-and-Run* attacks (the biker swerves in close to the enemy, holding out a bludgeon or other similar weapon). These attacks occur during the biker's Movement phase, when he moves into base to base contact with an enemy model. After the attack, the biker may continue with his movement. However, he may not shoot or engage in more hand-to-hand. You must declare *Hit-and-Runs* at the beginning of the turn, when you declare charges. *Hit-and-runs* are moved before other models, at the same time as chargers.

The combat is worked out as normal, except each model rolls only one die, regardless of how many Attacks and weapons they have. Also, the biker may not *Parry*, although his opponent may. The rider counts as Charging, so he gets +1 to his WS. In addition if he is moving at certain speeds his Strength may be increased.

After the *Hit-and-Run* you may move your bike until you are out of movement, but you may not shoot or engage in more *Hit-and-Runs*.

### DRIVE-BY ATTACKS

Bikers often screech by their opponents, spray them with bullets, and zip back into cover. Models riding on bikes may choose not to shoot in their Shooting phase, and instead shoot in the middle of the Movement phase. A biker must be moving at Cruisin' speed or faster to make a *Drive-By*. In a *Drive-By* you may stop your movement at any point, and shoot with the biker (and his Juve passenger if he has one). A *Drive-By* is a difficult

manoeuvre the biker suffers a -1 to hit. After you work out the shooting damage, continue moving as normal.

This may seem unfair and too powerful, but it is difficult to use a *Drive-By* to get back into cover, without performing a complex series of Skid Turns (since you can only make a *Drive-By* at Cruisin' or Fast speed).

### OVERRUN ATTACKS

A bike can also attack gangers by running them down. This can occur because the bike is out of control or because the biker is making a deliberate attack against the enemy. If a bike is travelling at 10" or less per turn it will not harm creatures as they have ample time to step out of the way.

Gangers which are run over may attempt to dive out of the way of the oncoming bike by rolling equal to or under their Initiative value on a D6. A roll of 6 is always a failure. Gangers which pass the test may be moved up to 2" to represent them diving out of the way. If they fail the Initiative test, they will be hit by the bike.

Because gangers will be able to see the bike bearing down on them, the second ganger a bike attempts to overrun in the same turn will get a +1 bonus to its Initiative for diving out

of the way, the third a +2 bonus, the fourth a +3 bonus, etc.

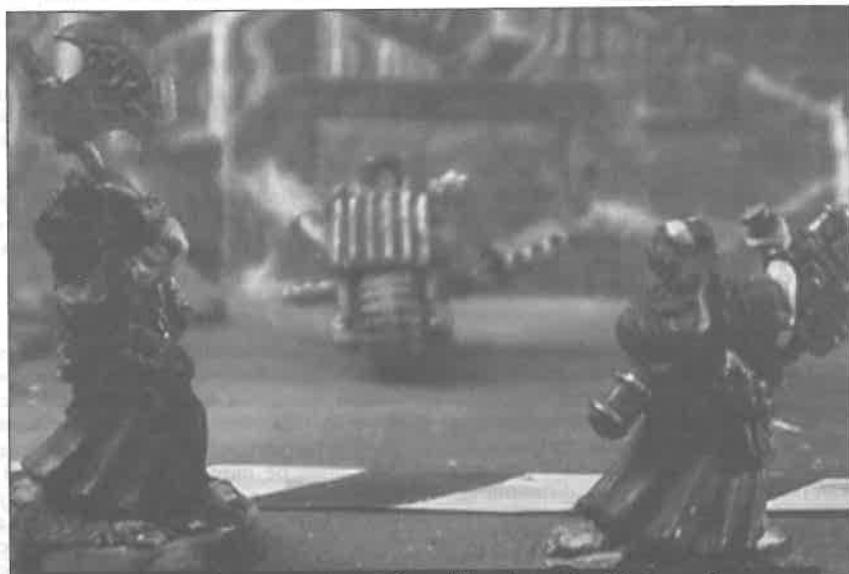
Models which fail to dive out of the way suffer a hit at the Strength of the bike, that does D4 wounds. The bike gets a hit with the gangers Toughness for each ganger hit in its path.

### ATTACKING BIKES

A bike cannot be engaged in hand-to-hand combat as such, but a model may charge a bike in its movement phase and attack it during the hand-to-hand combat phase. This is not a proper engagement and does not restrict the movement of either the bike or the attacker in their subsequent movement phase.

When a model charges a bike it runs the risk of being dragged down or run over. As soon as a model comes into base-to-base contact with a bike moving at speeds greater than 10", the model must roll under its Initiative on a D6 (a score of 6 always fails). If the model passes the test then it may proceed to attack. If the model fails its Initiative check then the model is hit by the bike and receives a hit with at the bike's strength causing D4 wounds.

If the bike moved 10" or less in its previous turn then the attacking model doesn't have to make an Initiative test and can attack as described below.



A biker about to prove himself against the Redemption

If a model charges a bike successfully, it must attack the rider. Combat is worked as normal, except that the biker counts as encumbered, and so suffers a -1 to his combat score. If the rider is down or otherwise unable to fight (because of a Skid Turn for instance), the attacker must attack the bike instead. He will hit the bike once for each attack he has on his profile. Work out damage as normal.

### DAMAGE TO BIKES

Whenever you hit a biker model, you must roll to see if you hit the bike or the rider. On a roll of 1-4 you hit the bike, on a 5-6 you hit the rider. When an area effect weapon (flamer, shotgun, etc) hits the biker and his bike, roll to see who is hit as you would normally. If the biker was hit, then the bike will also be hit on a 4+, and vice-versa. The same holds true if the bike model is only partly touched – roll to see if it is caught under the blast, and then see which part of the bike/biker was hit, and then proceed as mentioned above.

When the bike has been reduced to 0 wounds it must roll on the Bike Damage table, just like a normal model. However, count the Biker injury results as follows:

**Pinned:** The bike is not harmed, but the rider must test to see if he ducks behind the handle bars. The rider must take an immediate Ld test or be pinned himself.

**Flesh Wound:** The bike is damaged, and swerves out of control. Roll a D6 – 1-2 turn the bike 45 degrees to the left, 3-4 leave it, and 5-6 turn it 45 degrees to the right. In addition the bike may only move at SLOW speed for the rest of the fight.

**Down:** The bike is badly damaged, and the rider must dismount. He will not leave his precious bike, however, because it may be restored to working order. The biker must stay within 1 inch of his bike, but he moves as a foot model. The bike may not do anything. If he wishes, the biker may work on the bike – he may not move or shoot or fight in hand-to-hand, but the bike may roll on the injury table in the recovery phase.

**Out:** The rider and the bike are taken out, and both must roll on their respective tables.

### Bike Damage Table

D6 score      Result

- 
- |    |  |
|----|--|
| 1. | <i>Unrepairable</i> – it's dead!   |
| 2. | <i>Captured</i> – the bike has been captured by the enemy. The enemy may sell the bike to the Traders for 100+D6 credits, or the enemy may trade with your gang (treat the bike how you would a captured gang member – you could even attempt to rescue it during a daring raid) |
| 3. | <i>Damaged</i> , roll a D6:<br><br>1-3 frame damaged, -1 Toughness.<br>4-6 engine damaged, -1 Movement<br>repairable, bike misses the next fight and makes a perfect recovery.   |

### CALLED SHOTS

Bikes are very hard to damage with most basic weapons, and so a ganger facing a bike will often try to pick off the rider. This is very difficult to do, as the biker is usually ducking behind his handlebars, and swerving from side-to-side. Any model using a pistol or basic weapon may make a *Called Shot* on the biker. A *Called Shot* suffers a -2 to hit, in addition to speed and cover modifiers. A model with the *Crackshot* skill does not suffer the -2 to hit when making a *Called Shot*. If the model makes the *Called Shot*, then he automatically hits the rider.

### DAMAGE TO BIKERS

When a rider is hit and wounded, his bike may go Out-of-Control, or Waay-Out-of-Control. If he is pinned, the bike goes Out-of-Control until he is no longer pinned. If the biker is downed, then his bike goes Waay-Out-of-Control, and he must take an Initiative test. If he fails the test he falls off the bike, and takes a hit with a Strength and save modifier as described below. If the biker goes out (or falls off his bike), then the bike will also go Waay-Out-of-Control.

A bike will continue going Out-of-Control or Way-Out-of-Control until its rider is un-pinned/un-downed again.

## CONTROL TABLES (D6):

### Out-of-Control

**1-2** Turn the bike 45 degrees to the left, and move the bike D6 inches per speed band it was moving (if it was moving slow it moves D6 inches, *Cruisin'* it moves 2D6, etc).

**3-4** It keeps the same facing and moves D6 inches per speed band it was moving forward.

**5-6** Turn the bike 45 degrees to the right, and move it D6 inches per speed band it was moving.

### Waaay-Out-of-Control

**1** Turn the bike 45 degrees to the left, and move the bike 2D6 inches per speed band it was moving.

**2** The bike keeps the same facing and moves 2D6 inches forward for every speed band it was moving.

**3** The bike 45 degrees to the right, and move it 2D6 inches for every speed band it was moving.

**4** The bike spins around, faces a random direction, and then moves D6 inches.

**5** The bike moves D6 inches directly to the left.

**6** The bike moves D6 inches directly to the right.

**Falling off a bike:** Whenever a biker falls off of his bike there is a danger that he will be seriously hurt. The rider sustains a single hit at a Strength equivalent to half the bike's speed rounded down.

**Jumping:** Bikes may make a special jump move at any point in their move, if they wish to cross a gap. Bikes moving at Slow speed may not jump, bikes moving at *Cruisin'* speed may jump D6 inches, and bikes moving Fast may jump 2D4 inches. Note, however, that the distance you roll is deducted from your total Movement allowance. Move the bike the distance you roll over the gap, and if it makes it to the other side you may continue moving. Otherwise the bike falls straight down, until it lands. The bike takes damage as normal from falling, and if you fall 7 inches or more the rider will also take damage. Note that you are allowed to drive off the edges of buildings without jumping if you wish to risk the hit from the fall (a S3 hit is not too much to worry

about for a dead 'ard biker). However, when you do this (drive off the edge of a level) you must subtract the vertical distance you fall from your total movement allowance (the rider must recover from the fall, and the fall itself takes time).

Also, after landing, a biker must make a Leadership test to see if he keeps his bike under control. If this is failed the bike will swerve out of control.

D6 Score	Result
----------	--------

- 1-2.** Turn the bike 45 degrees to the left.
- 3-4.** Leave it. The bike comes to an immediate halt.
- 5-6.** Turn it 45 degrees to the right. The bike may finish its movement as normal (if it still has any movement left) in this new direction.

## BIKER SKILLS

As a biker gains experience, he can also gain biker skills. These skills are only available to a Heavy that is in possession of a bike, or an Outlaw Biker (see *Outlaw Biker* rules). Biker skills are in addition to skills normally available on Heavies. Roll a D6 to generate a random skill.

**1. Veteran biker:** The biker is highly skilled in making skids. He can therefore add +1 to a single skid test once per turn.

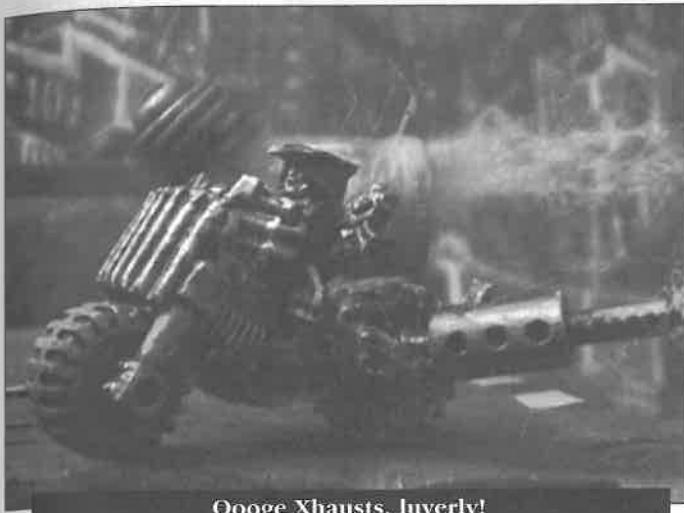
**2. Sharpshooter:** This biker has great proficiency in shooting whilst riding a bike. He can ignore all to hit modifiers for bike speed.

**3. Gunner:** The biker has great skill in shooting basic weapons. As long as the bike is travelling at *Cruisin'* speed or less the biker can fire a basic weapon (rather than a pistol) at an additional -1 to hit modifier.

**4. Hit-and-Run Expert:** The biker has learned how to use the motion of the bike to gain extra impetus on *Hit-and-Run* style attacks. When he makes a *Hit-and-Run* attack add +1 to his combat score and +1 to his strength.

**5. Mechanic:** The biker has some knowledge of bike repair. Once per game, you may re-roll a result on the bike recovery table. You must accept the outcome of this new roll, even if it

is worse than the original roll. You may not re-roll a 'captured' result. Likewise, if the new roll indicates the bike is captured, roll again



Oooge Xhausts, luverly!

until you get a different result.

**6. Tinkerer:** The biker is always tinkering with his bike, trying to improve it. Only bikers with the *Tinkerer* skill can purchase bike upgrades. After a fight, roll a D6. On a roll of 5+ the biker has built a bike upgrade, decide randomly what kind of upgrade (see below). Note that you must still pay for an upgrade (those parts aren't free, you know).

## CUSTOM BIKES

Tinkerers can build bike upgrades. These upgrades can take the form of a characteristics increase or some *shiny bits*. Roll a D6 to see what has been created:

**1-2. Frame Parts,** +1 Toughness, up to a maximum of 7.

**3-4. Engine Parts,** +1 movement, up to a maximum of 10.

### 5-6. Shiny Bits.

If the dice roll indicates a characteristics increase that has 'maxed' out the roll is wasted.

Characteristics increases cost 50+2D6 credits, the cost for Shiny Bits is noted below.

Oooge	Xhausts
Shiny Bits.....	cost 20 credits

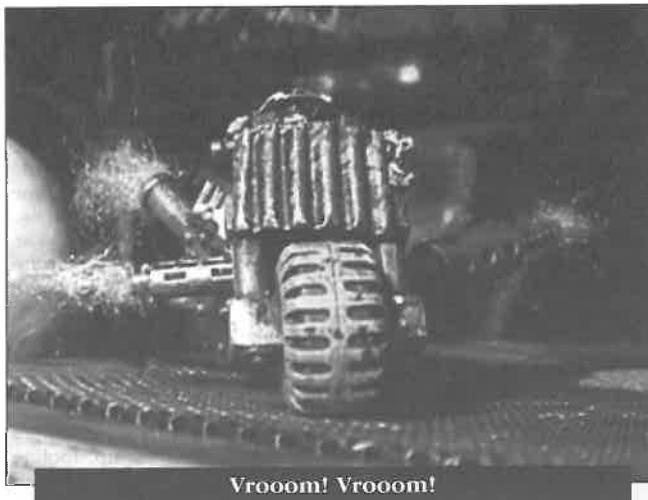
The owner of the bike has fitted some absolutely immense exhaust pipes. The *Oooge Xhausts* are specially customized to make as much noise as possible. The thumping noise they produce sounds like dozens of Heavy Bolters opening up, fooling the enemy into thinking they are under attack! Any enemy models on *Overwatch* that are within 12" of the bike must pass a Leadership test or lose *Overwatch*, just as if they'd been shot at.

**Moto-X Shiny Bits.....** 50 credits  
The bike has great big knobbly tires so that it can cope with all types of terrain. The bike can travel up to Cruisin' speed across difficult ground.

In addition, the bike may attempt to cross linear obstacles that are no taller than the bike's front wheel. Roll a D6, on a 4-6 the obstacle is successfully crossed, on a 1-3 the bike collides as normal.

**Spiked Hubs** Shiny Bits.....cost 50 credits  
This bike has sharp adamantium spikes protruding from the hubs of its wheels. The spikes can be deadly to an unwary opponent. When the bike makes a *Hit-and-Run* attack the spiked hubs make an additional attack which is resolved before the combat begins. The enemy model must roll under its Initiative on a D6 otherwise they will be automatically hit by the deadly whirlwind of spikes. The hub spikes have a strength of 5, a -2 saving throw modifier and cause D3 wounds. If the enemy model survives the spiked hubs then the *Hit-and-Run* combat may now be resolved.

## Get Yer Motor Runnin'



Vrooom! Vrooom!

**Big Smokey Shiny Bits**.....cost 50 credits  
This bike's engine produces black smoke which belches forth from its exhausts. This smoke lays down a smoke screen behind the bike which disrupts enemy fire. After the first move this bike makes, place the *Big Smokey* template (use the hand flamer template for Slow speed and the flamer template for Cruisin' speed or more) behind the bike. It will remain in play until the bike is stationary for a full turn or is destroyed. Models may not shoot through the *Big Smokey* template. Move the *Big Smokey* template with the bike as it moves. Any models that the template passes over will lose *Overwatch* as if they'd been shot at. Models in the cloud have the choice of moving randomly or standing still in their next turn until the thick black smoke clears from their eyes.

### Rear Platforms

Bikes may mount rear platforms. Rear platforms can be anything from a slab of plasteel nailed to the back of the bike above the rear wheel, to a complete rear facing seat. Only Juves would suffer the indignity that comes from fighting from a rear platform, and most Gangers would weigh the bike down too much.

Juves riding in platforms are for all intents and purposes another rider. When you shoot at the bike, and roll a 4-6 you will hit the

closest bike rider. The Juve sits on the back of the bike, facing towards the back, unless his bike makes a *Hit-and-Run* (see below).

Juves have a 90 Degree firing arc directly to the back of the bike. They may fire their weapons like a normal Biker.

A Juve may jump off the bike at any part of its move, although the Juve will suffer damage as normal.

When the bike makes a *Hit-and-Run* attack or is charged the Juve turns around and attempts to help out the biker, wildly swinging with his knife and firing his pistol. Both Juves and Bikers may fight in hand-to-hand combat. A Juve may not *Parry* from a bike. A Juve who rolls a fumble has slipped and falls off of the bike, and takes damage as normal.

### OUTLAW BIKER GANGS

Outlaw Bikers are Outlanders, and may never pay off their bounty. They scavenge as normal, but do not practice cannibalism. Bikers always select a new territory after each battle as they never stay in one place for very long.

### LEADER OF THE PACK.....120 Creds

M	WS	BS	S	T	W	I	A	LD
4	4	4	3	3	1	4	1	8

**Bike:** Leaders MUST ride a bike.

**Weapons:** A Leader may have any combination of weapons chosen from the close combat, pistols, basic, and shotgun shells and grenades lists.

**Leader:** All the normal leader rules apply.

**Experience:** The Leader of the Pack starts with 60+D6 experience.

### BIKER.....60 Creds

M	WS	BS	S	T	W	I	A	LD
4	3	3	3	3	1	3	1	7

**Bike:** Bikers may ride on a bike.

**Weapons:** A biker may have any weapons chosen from the close combat, pistols, basic, and shotgun shells and grenades lists.

**Bikers:** At least half of all Outlaw Biker Gangs must be made up of Bikers mounted on Bikes. Therefore, a gang of 8 models must have 4 Bikers on bikes, 1 Leader of the Pack on a bike, and 3 Juves on foot or riding in Rear Platforms.

**Experience:** Bikers start with 20+D6 experience

#### JUVE.....25 Creds

M	WS	BS	S	T	W	I	A	LD
4	2	2	3	3	1	3	1	6

**Bike:** Juves may ride on a rear platform.

**Weapons:** A Juve may have any weapons chosen from the close combat, pistols, and shotgun shells and grenades lists.

**Experience:** Juves start with 0 experience.

#### SKILL TABLE

	Leader	Biker	Juve
Skill			
Agility	N	N	N
Combat	Y	Y	Y
Ferocity	Y	N	N
Muscle	Y	N	N
Shooting	Y	N	N
Stealth	N	N	N
Techno	Y	Y	Y
Bike	Y	Y	Y

#### MISCELLANEOUS:

- Bikes may not use Vents or Tunnels to *Infiltrate*.
- Bikers may not use the *Stealth* skill to *Infiltrate*.
- Bikers may not pick up loot unless they dismount (this takes one turn).
- If a bike for some reason hits a solid object



Either this guy's got *Big Smokey Shiny Bits*, or he's on fire!

## *Get Yer Motor Runnin'*

(if it goes out of control), then it will take a hit of a Strength equal to the distance it moved divided by two, minus 1. So if a bike moves 12 inches, and hits a bulkhead, it will take a S 5 hit ((12/2)-1).

- A biker may attempt to recover from pinning if he is within 4 inches of a friendly model, instead of the normal 2 inches.

### **MODELLING YOUR BIKERS**

You will have to convert some models to use as bikes. There are basically two suitable bike miniatures – the Space Marine bikes, and the Squat bikes.

The Marine bikes are very cool looking, and look fast and maneuverable while being big and imposing. You can get your bike from GW Mail Order if you can't find any stores near you that stock them.

The Squat bikes are a little smaller, and look very different. They look a bit like 'Harlies', only a little more ramshackle (I prefer them to Marine bikes). You can also mail order these.

Now that you have your bike, you will need a rider. Your bits box should be overflowing with plastic Orlock and Goliath miniatures, which are very easy to convert into bike riders.

The Goliaths only need a little converting to fit into the bike seats, and the Orlocks just need a little more repositioning. You can also reposition one of the rider's arms so that it's resting on the handle bars – the old plastic Imperial Guard arm sprues are perfect for this.

The Bikers of the other houses will need more converting. It is probably best to base your rider on a miniature that is not from your house – remember that plastic is a lot easier to convert.

For Orlocks, remove the head from the miniature with a saw, and then remove a head from a miniature of your preferred house (be careful not to damage the head), and glue the head to your biker's body. You may have some trouble with Delaque, Cawdor, and Eschers, because they have either collars, cloaks, or hair surrounding their necks. When you have attached one of these heads to your biker, it is a good idea to use some modelling putty and cover the neck join. Then you can sculpt the putty into either a collar, a hood, or lots and lots of hair (depending on the house or your own mad desires). Enjoy!

**Isaac Tobin / isaac@aloha.com**

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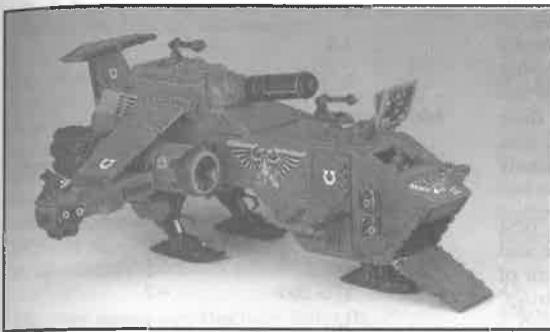
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# BLOOD BOWL®

## Inter-Match Events in Blood Bowl

By Boz

The obscurely named Boz describes himself as a terminally insane Blood Bowl fan. He has been playing Blood Bowl for a number of years now and also enjoys the odd (with a name like Boz I suppose it's got to be odd!) game of Necromunda.

When not playing Blood Bowl, he can be found down his local working men's club smoking, drinking, swearing and occasionally playing bingo with the regular O.A.P.s.

After Blood Bowl matches what do the Coaches do? Hibernate? Surely not. What happens to the players? Do they go home to their wives (human teams only) (*now that's confusing does this mean that Boz is implying that Elves are all pansies and Dwarfs just too damn butt-ugly to have scored? – Ed*), their little children and the dog, Fluffy? I think not, at least not my butt-kickingly hard and manly Blitz.

The Old World is treacherous place at the best of times, with deaths fairly commonplace and giant rats no longer a shock nor a figment of the imagination of someone on hard drugs. The world of Blood Bowl is no exception – assassins are an accepted method of altering the progress of a game, while the fame of the players has to leave them prone to attacks from the sport's more violent critics.

Or so I believed, but then I opened my lovely new box containing nice and crisp rosters, smelled the wonderful aroma of a new game, and got down to reading the rules so that I could play this latest treasure of my gaming cupboard... and then the shock came – there are no rules for players being mugged. Nor are there rules for those wonderful assassins I so pine to hire. So, I decided to write some rules for them myself. I never got around to it. Until one day, many years later, when I'm re-reading Adam Morgan's article 'Desperate Measures' in Issue 14 of the Citadel Journal, and I'm reminded of my former idea. But this time, I've got loads of time and I'm stuck for something to do. And, after much sweat and toil, here are the fruits of my work.

After each match, just after each team has worked out its winnings, but before SPP's have been established, roll a D6 and consult the following table to determine how many events affect your team:

D6 Roll	No. of events
1	1
2-5	2
6	3

Add these modifiers to the die roll:

Team Rating	Modifier
0-125	-1
126-1500	0
151-175	+1
176-200	+2
201+	+3

This represents the team's increasing fame making them better known and therefore being prone to more extraordinary events.

Now roll a D66 for each event, and consult the following table:

### 11. 'I've come about the job...'

Your management committee is visited by an amateur if somewhat avid Blood Bowl player, desperate to hit the big time. You give him a trial, and he proves to be an amazing player. He is so desperate for fame, however, that he agrees to join your team for free, or for half price if you are a Big Guy team (those Big Guys are so stupid and stubborn).

### 12. 'I'd like you to do a little something for me...'

A swindling con-artist comes to ask you to fix a match. Roll a D8; this is the score you must get (7 = 0, re-roll an 8). Roll again to find the score you must try and force your next opponent to get. Do not tell your next opponent that you have been asked to fix the match. If you pull this difficult trick off, you gain D6+3 x10,000 GPs.

**13. 'Fancy trying your luck at my little game, sir, just a bit of fun?'**

Whilst walking through a travelling fair, you take part in a bit of gambling. Roll a D6:

On a 1, you lose D6x10,000 GPs. If you can't pay this off in full, then the person you owe this to is treated like a loan shark (after each game, if you roll 1-3 on a D6, he attacks one of your players – make an injury roll for them immediately).

If you roll 2-5, you come out of the game no worse off, but no better off either.

On a 6, you win the game. You may add D6x10,000 GPs to your treasury.

**14. Transfer for a bargain price**

You are offered a player of your choice (not a Star Player, though) for his full starting price. However, he has had quite a lot of experience, and starts off with two free increases (you should roll for these as soon as you buy him), which doesn't compromise his ability to gain SPP's at all – he should be treated as a Rookie in all other respects.

**15. 'My name ees Doctoort Smeeth...'**

You are approached by an Apothecary with a dodgy accent who claims to be called Doctor Smith. In Blood Bowl, however, a false name is no reason not to hire someone, and after all, he is rather good. You may immediately gain a free Apothecary (or if you already have one, he may be made a Level 2 Apothecary).

**16. 'Is it just me, or is there knocking coming from that coffin?'**

One player from your team who has been killed at any time turns out in fact not to have died at all, but rather to have been in a deep coma. While being buried, he realises his predicament, and starts to frantically bang on the coffin lid. After being let out, he rejoins your team. He must miss the next match while he recovers fully, but then he will play as normal. Note however that you may use your Apothecary to allow him to play next match.

**21. 'Player of the Month'**

One randomly selected player from your team (N.B. not Star Players) receives the prestigious 'Player of the Month' award from SPLAT! Magazine (The number one Blood Bowl magazine – buy it now or you'll be attacked by our small hit squad of rabid, pet gerbils!). He

immediately gains two MVP awards.

**22. Hall of Fame**

The player in your team who has the most SPP's is admitted into the Hall of Fame. He gains one MVP award for this honour, and your team gains +1 Fan Factor.

**23. 'No, not that way, idiots! Look, like this...'**

Your players are trained by a retired professional who teaches them many new tricks. You may purchase another Re-roll for 30,000 GPs, regardless of how much they normally cost a team of your race. However, you must buy this immediately – you cannot wait until you have enough money in the treasury.

**24. 'Hey, those T-shirts went down well!'**

Your sale of team T-shirts ('This isn't fat – it's a fuel tank for a Blood Bowl player.') went down brilliantly, and you gain D6x10,000 GPs from them.

**25. 'Have you seen what they've printed about us?!"**

The next team you play have been printing libellous stories about you. When you play them, it counts as a grudge match, however, roll a D6. On 3-6 you lose one Fan Factor permanently due to the damaging stories.

**26. Uneventful Week**

Nothing unusual happens to you for the moment, but this simply means that when something does happen, it's probably going to be worse than normal. The next time you roll on this table (even if it's after the next match), add +1 to the ten's dice. Note that this effect is cumulative.

**31. Win the Pools**

You put a bet on the pools for your own match, and get it exactly right (a bit of cheating going on there, I feel, but the administrators didn't notice). You may add 20,000 GPs to your treasury.

**32. 'You scratch my back, I'll scratch yours...'**

You pay the Referee to allow you to use 12 players throughout your next match. Note that if either team's fans 'Get the Ref' at any time during the match, this effect is immediately cancelled.

## *Inter-match events in Blood Bowl*

### **33. 'Going cheap sir, only 50,000 GPs to you...'**

A pair of Knuckledusters is for sale. They may be given to one player. From now on, whenever he knocks another player over, you may add +1 to both the Armour and Injury rolls (he can, however, still gain the *Mighty Blow* skill in addition to this if he hasn't already got it). This is permanent, and they cost the same as the value of the player himself.

### **34. 'I work in the sewers. Here's a little something that might help you, for a fee...'**

Someone sells you a map of the sewer systems underneath the pitch for only 10,000 GPs. You may use it to set up more than eleven players on the pitch during one drive. Nominate as many of your reserve players as you like, and then nominate a square on your half of the pitch. Now roll a D8, adding +1 for every player above 1, and consult this table;

1-3: Perfect! They may be set up on the square you nominated. Any extra player must be set up next to this square.

4-5: Oops! Scatter D6 squares away in a random direction each (roll once for each player). If this takes them off the pitch, then the crowd beats them up as normal.

6-7: Where'd they all go? Only half of the group makes it (rounding fractions down, the rest get disheartened and turn back. Any players that make it (decide randomly) scatter as in result 4-5 above.

8: Hey, where'd they all... Aaarrgh! Only half of the players make it, decide whom randomly, as above. In addition, roll a D6 for each of those who didn't – on 4+ they are attacked by an unknown monstrosity from the sewers. Make an injury roll for them immediately (no Armour roll).

### **35. Healing scroll**

You may use this scroll ONCE to heal any one player of any injury suffered at any time of any type (not many restrictions there, then). It costs 20,000 GPs to buy.

### **36. Uneventful Week**

As result 26 above.

### **41. 'Getchor luvvly helmets here, hard as nails, going cheap...'**

One of your players may be given a Magic

Helmet (+1 AV) for 20,000 GPs.

### **42. Apothecary Convention**

Your Apothecary (if you have one – if not then treat this result as an *Uneventful Week*) attends an Apothecary's convention. Next match he may use all the abilities he has TWICE.

### **43. 'Guaranteed pills to increase speed, fell off the back of a cart, guv...'**

You purchase some pills for your players (highly illegal practice, but who cares!) which are a little bit dodgy to say the least. You may use them for one turn. Roll a D6 when you use them. On a 1 or 2, you were sold impure material, and all your players are at -2 Movement for this turn. On a 3 or a 4, they are at +2 Movement for this turn. On a 6, they are at +2 Movement and +1 Agility for this turn.

### **44. Potion**

You are given a potion, which you may use on one person who is 'Badly Hurt' during a match. Roll a D6:

1: They react badly to what turns out in fact to be a dangerous chemical, and unless you use an Apothecary they will die.

2: They react badly to what is in fact a very dodgy substance, and are thus treated as Seriously Injured.

3: They may be moved to the KO'd box.

4-6: They may be placed standing up on the square where they were injured.

### **45. Gimme all your money or I'll....oooh \*\*\*\*!'**

Two of your players are walking home from the match when they are set upon by a gang of muggers. Being Blood Bowl players, they easily fend off what are to them comparative wimps, and in the process gain 20,000 GPs. You may add this money to your treasury.

### **46/51. Uneventful Week**

As above.

### **52. Injury**

One randomly selected player from your team is injured while he is training. He must miss the next match.

### **53. Peaked**

One of your players (selected randomly) gets

**Boz's highly successful Team - 'The Fuzzy Wanderers'**

about as good as he's going to get, and simply stops improving his game. You should note down on your roster that he has peaked.

**54. 'Gentlemen, we have a leak.' 'Down the corridor, first on the right, boss.'**

(Sorry, sorry, I couldn't resist that one) Someone has been selling particularly libellous stories about you to the press, there's a chance that they might even be untrue. Lose one Fan Factor permanently.

**55. Bad Apothecary Convention**

Your Apothecary attends a convention where he is fed with lies and superstition. You may not use any of his abilities next match. If your team does not include an Apothecary, this result counts as an Uneventful Week.

**56. Uneventful Week**

See above.

**61. 'Revenge is mine! Ahahahaha! Ahahahaha!'**

One of your players (choose randomly) is attacked in a revenge beating by a player he previously injured during a match. Make an Injury roll for him immediately. If he is Badly Hurt, he must miss the next match. If he is Seriously Injured, he must miss the next two matches. If he is Knocked Out, he must start the game in the KO'd box. Count any Stunned results as KO'd. Results of Dead are quite self-explanatory, so I won't patronise you by telling you about them.

**62. 'That bloke's a druggie! Oi, druggie!'**  
One of your players (random) is exposed as being addicted to drugs. He must miss the next two matches while he goes on a rehabilitation course.

**63. 'You're nicked, matey!'**

One player (decide who randomly) is arrested for a serious crime and must miss the next two games. In addition you must pay 40,000 GPs to bail him out.

**64. Robbery**

Roll a D8. On 1-7, you lose all of your winnings this match plus any money you had in the treasury. On a roll of an 8 you manage to catch the thief and in addition to getting your money back, you receive a reward of 50,000 GPs for catching a wanted criminal.

**65. Kidnapped Coach**

The Coach of your team has been kidnapped. He may not Argue the Call next match, and you must pay 50,000 GPs to the kidnappers to get him back.

**66. Assassination!**

Someone has sent an assassin after one of your players (decide randomly) to tip the balance next game. Roll immediately on the Injury chart for him, adding +1. Treat any results in the same way as for result 61 on this table.

Feel free to alter or change these rules in any way you see fit. After all, I'm not likely to come round to where you live and give you a good seeing to... **Or am I?**

## It's not easy being small and GREEN!

Tactics for all-Goblin Armies in Warhammer

By Kevin J. Coleman

The man that brought you 'The Struggle for Karak Eight Peaks', in issue 26, is back, this time focussing singularly on his Gobbos. Only a man as mad and obsessed as Kev would even consider fielding an army consisting of just Goblins!

But read on, my little green ones for soon you'll discover the humourous delights of such an apparently insane undertaking and learn the true power of the Waaagh! Only when you've totally trounced your enemy's mighty army with a rabble of short, pathetic looking, green delinquents can you call yourself a proper 'Greenskin'.

### DA HORDES OF GOBLINS

When it comes to greenskins in Warhammer most people prefer to field massive armies of both Orcs & Goblins. However, there are those of us out there who enjoy to field entire armies of Goblins without any help from their less intelligent relatives. Goblin armies do have many weaknesses, although like any other army, by choosing the right troops, magic items, characters, war machines and monsters a Goblin army can wreak havoc on an opponent in much the same way as any other army.

### DA CHARACTERS

**Goblin Generals:** The cheapest general in the game for only a mere 50 points, and with three to choose from: an ordinary Goblin, a Forest Goblin and a Night Goblin. All three are really the same except for their different abilities. A Forest Goblin can ride a Giant Spider, a Goblin can ride a Giant Wolf, and a Night Goblin has hatred against Dwarfs (against Dwarfs you should almost always take a Night Goblin General).

The biggest problem with Goblin generals is their very poor leadership of 7. Goblin players will quickly find that *The Crown of Command* is clearly a must-have for every Goblin Warlord (except Skarsnik who has a Leadership of 8). With the new rule that the entire army must make a *Panic* check if the army general is slain, you must treat your general like an Undead general, in the sense of keeping him protected. A popular way to do this is by giving him a special save such as the item *Armour of Protection*.

Because your general is so important in your army (especially with the *Crown of Command*) you should always spend his full allowance on magic items and equipment.

A good option for Goblin or Forest Goblin generals is to mount them on a Giant Wolf or Giant Spider and then stick him in a huge unit of Wolf riders or Spider riders. This puts him in a great position to lead his troops and it also protects him from missile fire and War Machines. Mounting a Goblin general on a large monster or chariot can also be a good idea although he will become a target for War Machines and so must have a special save if he wants to stay alive. Also, if you decide to mount him it may be wise to take another large creature, such as a Giant, to divert fire from enemy War Machines. I have gone up against many opponents who would rather shoot at a huge menacing Giant rather than a 'wimpy' Goblin general riding in a chariot.

As far as challenges go you should really only accept with a Big Boss or Boss, because if your general dies you will have a very, very, very, very hard time winning.

**Goblin Battle Standard Bearers:** Every Goblin army should always include an Army Standard Bearer. Any re-roll an army can get for their Leadership is always a Godsend and that goes double for Goblins. Always equip him with a magic standard and stick him in a large unit of Gobbos. This will give the unit an additional +1 Combat Resolution bonus and enchant the unit with additional magical effects. I don't want to hear any of that 'Why don't you put a Greenskin Battle Standard

Bearer on a Manticore with *Mork's War Banner*?" nonsense!

**Goblin Big Bosses:** Every mob of Goblins should be led by a Big Boss. Their Leadership of 6 is better than 5 and their 3 attacks are great for hand-to-hand combat. Since they come so cheap (only 33 points) it may be a good idea to include several Big Bosses in a mob. Think of how nasty a front rank of Big Bosses could be. However, do be careful of going overboard on characters. Arming two Goblin Big Bosses with magic weapons and sticking them into one mob works nicely enough.

**Goblin Bosses:** Goblin Bosses are great for a paltry 15 points. If you can spare the points always purchase one boss per mob. You can't go far wrong with two attacks at strength 4 for just 15 points. I don't usually buy magic items for bosses, but if you do, don't spend more than 25 points.

**Goblin Shamen:** Again, as with all other Goblins, Shamen have a ridiculously low points cost. You must, however, be very careful on where you position them, because heads will explode if you're not careful. God knows it often still happens when you are careful! Taking that into consideration, you will not want to put a whole lot of points into a single Shaman. It's far safer to buy two lower level Shamen than one really powerful Shaman with lots of magic items. Besides, the more Shamen you buy the more Winds of Magic cards you can store at the end of the Magic Phase. If you're storing 3 cards per turn with three 2nd level Shamen when your opponent is only storing one with a 5th level wizard, you will definitely have an advantage in the Magic Phase even though you may not have the most powerful wizard on the tabletop.

When it comes to choosing Shamen you may choose either an ordinary Goblin, a Forest Goblin, or a Night Goblin. Each has its own particular merit. A Forest Goblin is very reliable because his head will never overload, which means if you like to take a single powerful wizard, make sure it is a Forest Goblin. A Night Goblin comes equipped with special *Magic Mushrooms* which, when used, give him an additional D6 Winds of Magic Cards which, if used at the right time, can be very powerful indeed. Just ensure that you're

not too close to a lot of Goblin mobs. The only real reason to take an ordinary Goblin Shaman is because he has the option of riding a Giant Wolf. Which for only 4 points makes a very manoeuvrable Shaman.

Goblin Shamen must draw their spells from the Waagh! magic deck. Astute players will discover that the minor effects of some spells have been slightly changed from the last edition, only to the Goblins' advantage! Although there really are no truly reliable spells that can cause mass destruction, each spell can be very powerful if used correctly. The top Waagh! spell is probably *Hand Of Gork* which lets you teleport any Goblin mob on the table up to 18". However, never plan a strategy around this spell, or any other for that matter. At the start of the battle you may not draw the spells that you want and even if you get the spell you're looking for it might be dispelled every time you cast it anyway.

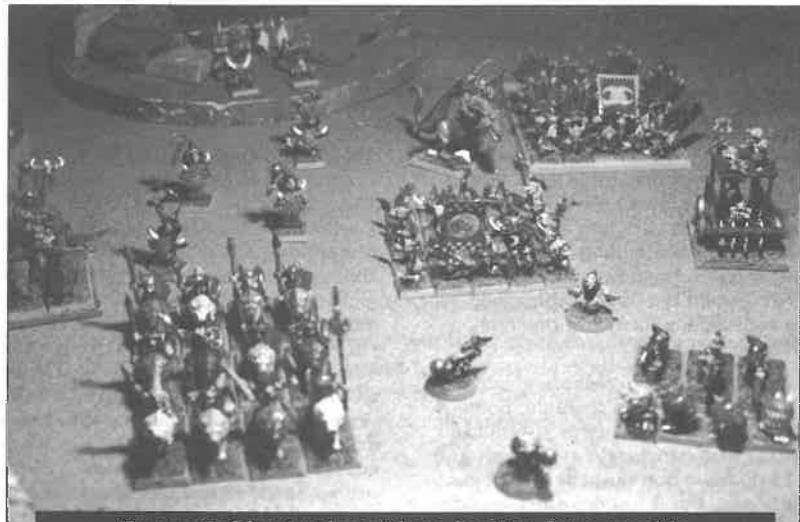
It is also important to remember that opposing low level wizards are easy to slay with the right spells. A level 1 or level 2 wizard is as good as dead from spells like *'Eadbang* and *WAAAGH!* Even a Vampire Count will shy away from these spells.

#### DA MOBS

**Goblin Wolf Riders:** Goblin Wolf Riders are a great asset to any Goblin army and unless I am playing a force made of entirely Night Goblins, I will always have at least one mob of Wolf riders. There are many different tactics you can use with Wolf riders and every one is effective in its own right. The first is very straight forward. Make a huge mob of about 30 and equip them with Light Armour, Shields and Spears, led by your general and accompanied by the Army Standard Bearer. This makes a respectable core unit for your army. The only problem with this is that if *Antimosity* strikes that unit the entire game could be lost.

Another option is to have several small mobs of about 5 or 6 armed with Shields, Spears, and Short Bows. The object of these small units would be to attack small units of archers and War Machines, then charge enemy units from the flank and rear to cancel their Rank Bonus. Since they are fast cavalry they will be able to dart around the battlefield. The problem with this is *Panic*, *Fear*, *Terror* and just about any other

*It's not easy being small and GREEN!*



**Forest Gobbo Spider Riders, lookin' for a rumble**

Leadership based tests. Since they will be well beyond the General's 12" Leadership range they will flee at the first sign of trouble.

Another way to use Wolf Boyz is to have 1 or 2 smaller size units from about 12–16 models. These are great for backing up smaller units like Night Goblin Squig Herders, Goblin Chariot squadrons, Trolls and Giants who normally don't have a big rank bonus.

**Forest Goblin Spider Riders:** Forest Goblin Spider Riders are much slower than Wolf Riders and because of this they should be used much differently. The Spiders themselves have a Strength of 4 which can make them a formidable unit in hand-to-hand combat. With that in mind, an effective way to use Spider Riders is to make a large unit of about 30 armed with Spears and Shields. Also a nasty surprise is to put a Forest Goblin Battle Standard Bearer in the unit with the *Spider Banner*, doubling their attacks in the first round of combat. On the first charge each Spider Rider would have 4 attacks at Strength 4 (2 from the spider and 2 from the Goblins armed with spears), with Big Bosses getting 8 attacks at strength 4 (2 from the spider and 6 from the Big Boss).

Spider Riders have the ability to move through woods without penalty making them

very useful in games with lots of woods, especially against Wood Elves. In a game under these circumstances small 12–16 sized units can sneak through the woods and outflank the enemy or charge right into those 'stinky pointy eared gits dat hide in dem trees'.

**Goblin Mobs:** There are three different types of Goblin mobs (ordinary, Forest, and Night) and each different type may carry a single Magic Standard. Which means having at least one of each will entitle your army to field more Magic Standards. When using Goblin mobs remember that they should never be less than 30 strong and always, always need a Standard and at least three ranks for them to win close combat. Every Goblin player has their own 'perfect' sized units, I like to field mobs of about 35 strong.

Ordinary Goblin mobs are unique in the fact that they are the only ones that can wear Light armour and using a mob of ordinary Goblins means that you may include the much-feared Goblin Doom Divers. The best weapon for every mob is the Spear. Since it will be hard to inflict any casualties at all with Goblins, the more attacks the better. When using ordinary Goblins you should take advantage of their Light Armour option and also arm them with shields. A save of 5 or 6 can really help and you may even want

to give them the *Standard of Shielding* which gives an impressive save of 4+. Other Magic Standards to consider are: the *Banner of Defiance*, *Battle Banner*, *Valourous Standard*, *Mork's War Banner*, *Dread Banner* and the *Banner of Might*. When choosing a Magical Banner you should consider the following categories: how much you're willing to spend and how it will effect your army and your opponent's army. For example, if you're up against Undead and are feeling evil you might want to spend 65 points on *Mork's War Banner* which gives your mob a 4+ dispel and kills any Wizard in base-to-base contact with the unit automatically with no saves!

Next up, everyone's favourite featherheads, Forest Goblins. The main reasons to include Forest Goblin mobs in your army is to have access to Forest Goblin Shamen, the *Spider Banner* and to get another Goblin unit that can have a Magical Standard. I like to field a big Mob of Forest Goblins armed with Spears equipped with the *Spider Banner* and lead by a Goblin Big Boss with the *Sword of Leaping Gold* (+3 attacks). In the first round of combat they become nasty hand-to-hand opponents (for Goblins anyway); if you can also pull off the Waaagh! spell *Ere We Go* on the unit just before they are charged the Gobbos will get another full rank of Spears.

And finally, Night Goblins. These are the most useful Goblins when it comes to overall effectiveness. Not only do they have *Hated* of 'Dem Stunties', but they also have the unique option of harbouring Goblin Fanatics.

Against Dwarfs you should always have a few units of Night Goblins, if not an entire horde of them! Including a Night Goblin Mob gives you access to Night Goblin Shamen, Squig Herders, Netters and Clubbas, Squig Hoppers and the dreaded Goblin Fanatics. As you can see, when choosing a force made up entirely of Night Goblins there is a decent selection to choose from.

The most infamous Night Goblin trick is to arm a Night Goblin mob with Double-Handed weapons and the dreaded *Bad Moon banner*. This gives them the ability to always strike first at +2 Strength. However players must remember that this is considered an irresistible force (the banner allows the unit to always strike first, the weapons force them

to always strike last). (*Incoming transmission from Jervis – Opinions vary on this, many including Rick Priestley, are of the opinion that mundane special rules and abilities are overruled by their magical counterparts*). So each time that the unit is involved in combat there must be a roll off to see if the mob strikes first or last. This combination is still a good yet risky option, however 'risk is part of the game'. Spears, on the other hand, may be an arguably better weapon to use in conjunction with the *Bad Moon Banner*. This would allow two ranks of Night Goblins to strike first, even if charged, and this way you are guaranteed the bonus of the Banner for every combat phase.

**Night Goblin Fanatics:** The most important thing about Night Goblins is their option of having up to 3 Goblin Fanatics per mob. Even if you don't use any Fanatics, your opponent will most likely play the game as if your Night Goblin mobs do have Fanatics hidden away in them, which is a great advantage already without paying out any additional points. There are so many tactics involved with Fanatics I will not be able to list them all, because they are a very potent force in every Goblin horde and perhaps its most destructive weapon.

Any army, especially armies which use a lot of cavalry (i.e. Bretonnians), will have a problem dealing with these devastating little Goblins. Goblin players will find that their opponent will go to great lengths to protect their troops from these maniacal machines of destruction. The key to using Goblin Fanatics is not so much how to use them, but how to protect them so that your opponent will not trigger them before you want them to be released. A typical defence against Fanatics is to buy a cheap flying monster, such as a Pegasus, to fly high first turn and drop down on turn two in a position to lure as many Fanatics out as possible. To counter this manoeuvre, place Night Goblin mobs with Fanatics as far apart from each other as possible, so if it does happen only one unit will be effected. It is also a good idea to use items like the *Sky Arrow of Naldoer* and the *Orb of Thunder*.

There also is the 'sacrifice fast cavalry' method, which can be very annoying, but remember fast cavalry does not come cheap and so your opponent will be wasting some

vital points if they are wiped out by Goblin Fanatics and it's one less unit that you have to worry about. There are some defensive strategies that can stop the famous 'sacrifice fast cavalry' method. Note the following two options are not advisable against Elven armies.

The first way is to set up a long line of Wolf riders in front of your army. If you win the first turn, move the Wolf boyz up about 7", fast cavalry will not be able to charge the Wolf riders and since your Night Goblins were set up behind the Wolfies the Fanatics will not be triggered. In your next turn charge the opposing cavalry with your Wolfies (they should be armed with Spears, of course) and wipe them out, saving your Fanatics. If you lose the first turn this will work almost exactly the same just make sure you have a decent character in the unit in case you get charged. Most fast cavalry units designed to trigger Fanatics do not include characters so, this leaves your Big Boss free to wreak havoc. The problem with this tactic is that if the Wolf boyz fail their first *Animosity* test, things could go really badly.

Another tactic is basically the same as the above manoeuvre, but a little less risky. Deploy your entire army 11" rather than 12". If fast cavalry move their full 16" they will be just out of range for triggering the Fanatics, and you can charge them with another of your units in your following turn.

Against Elven armies, defence of your Fanatics is a bit more tricky when it comes to the 'sacrifice fast cavalry' method. Not only because of their March Move of 18", but two of three Elven armies have that special deployment rule that lets them take a free March move before the battle. Keep in mind though, the cheapest Elven cavalry is a hefty 25 points, so if your Fanatics destroy them then it's a really good thing. A good defence against this is to buy two to three Night Goblin mobs and only include Fanatics in one mob. When you deploy them make sure that they are far apart so that the Elven cavalry will only be able to lure Fanatics from one mob. Hopefully that mob will not have the Fanatics in it and in your turn you can charge the Elves with one of your other units. This tactic can work really well if a solitary small unit of fast cavalry is the only unit that the opposing player has to lure the Fanatics. Anyway, I'd better stop here on the

subject of Fanatics because I could drone on for about another 20 more pages.

**Squig Hunters:** A mob of Night Goblin Squig Hunters is a powerful unit, with its only down side being that it does not have the notoriously huge Goblin rank bonus. However, with 2 attacks at WS 4 and S5, Squig Hunters are definitely something very useful in an army that rarely rises above WS 2 S3. They are especially good against high Toughness troops and troops with a high Armour Save. Squig Hunter teams are best used moving alongside a large mob of Goblins and charging the flank of an enemy as soon as the parallel mob gets into close combat. Another good way to use them is to have a small mob of Wolf Boyz nearby so when the Squig Hunters get into combat the Wolfies can charge in and give them that 'liverly' rank bonus support. Always remember that although the Squigs are vicious in hand-to-hand they, more often than not, still need the support of another unit for rank bonuses, if they want to win combat. It may be wise not to include them at all against armies with a lot of missile troops, such as Elves. If they shoot down most of the Herders in the first turn, you will have wild Squigs causing mass destruction through your ranks. If you do decide to field them against a strong missile army, make sure you buy plenty of Goblin Herders.

**Night Goblin Netters & Clubbas:** Netters are one of my favourite mobs and they can be used very effectively if used right. Keep in mind that all rolls to wound are at S4, due to the club armed Goblins, essentially making a Netters mob a S4 Goblin mob. Remember to treat Netters like an ordinary mob of Goblins by giving them a Standard and as many ranks as is possible.

Because of their infamously low Initiative, a Night Goblin Battle Standard Bearer with the *Bad Moon Banner* (Gobbos may strike first in combat) gives the unit a very nasty surprise indeed. Imagine an Emperor Dragon charging a Netters mob and getting netted before it can attack. Even if you do not wound the Dragon you should still win combat by 5 (three ranks+Standard+Battle Standard). If your Battle Standard is needed elsewhere, you could hope for the *Ere We Go Waaagh!* spell and cast it on the Netters for the same effect.



**How to make your Gobbos look smart – use Trollz!**

**Squig Hoppers:** Squig Hoppers are 100% totally random. They can achieve great results and help you win the game for you, or they can simply do nothing but bounce around the battlefield, getting shot at and giving away easy Victory Points. Remember each Squig Hopper is worth one Victory Point and believe me they add up quickly!

You should never use them if you're fighting an army with lots of archers. Never, ever use them against an Elven army as you will quickly realise that they are just free Victory Points for your opponent as they are shot to pieces. I find that they work best against Chaos and Undead armies, for both armies have little, if any, missile troops and Squig Hoppers are immune to Psychology.

You would probably not want to use them in a tournament game, because they are really just a fun thing to take along when creating your army. Sometimes, however, they can be the most awesome weapon on the battlefield. My Squig Hoppers have taken out a Dark Elf Sorceress Lord mounted on a Cold One (I know, I told you not to use them against Elves but who's writing this, me or you?), a unit of 16 Plague Bearers (no joke, and in one movement phase), and Magnus the Pious himself (among others). My opponents always think twice now when they see a crazed Squig Hopper bouncing at them.

**Trolls:** Trolls are one of everybody's favourite troop types and I rarely go into battle with out at least one unit of them. Being very powerful creatures with 3 Attacks at S5 they are a match for almost anything and their ability to *Regenerate* makes them very difficult to kill, even with War Machines such as cannons.

Unless I put a character with the *Crown of Command* with them, (*hang about! hasn't the general already got that, Kev? – Ed*) I like to use them in conjunction with another unit that has a large Rank Bonus. Because they suffer from *Stupidity* make sure that they are lead by a character with good Leadership or that they are within 12" of your General (with the *Crown of Command*, naturally). Against heavily armoured troops their vomit attack can be devastating, hitting automatically at S5 with no Armour Saves... Yummy!

**Giants:** Giants are very powerful creatures and definitely worth using on occasion (they are also rare creatures, so I don't like using them battle after battle and I would never include more than one in an army). A great way to use them against an army with lots of War Machines and missile troops, such as Dwarfs, is to use a Giant along with a few chariots and a big unit of Trolls. This gives your opponent so many tempting targets to choose from that he may spread his fire between all three targets making the shooting phase less effective. I have used Giants in the past strictly to divert War Machines and missile fire away from the rest of my troops.

The best overall Giant attack is either *Yell and Bawl* or *Jump Up and Down*. *Yell and Bawl* automatically wins the Giant that round

## *It's not easy being small and GREEN!*

of combat and the enemy unit must make a Break test with a -2 penalty. This is great to use when you're heavily outnumbered with a slim chance of winning the combat. *Jump Up and Down*, however risky, can cause heinous amounts of damage and will destroy most units in a matter of turns, leaving a sickly mush where they were!

**Snotlings:** Snotlings are very weak creatures and it's hard to make effective use of them even in great numbers. When I use a Snotling mob it's really just to have fun with and play around with their mimic rule.

### **WAR MACHINES**

**Goblin Doom Divers:** Goblin Doom Divers are immensely powerful War Machines perfectly capable of slaying large monsters, Greater Daemons, and Characters. It's best to either use a lot or none at all, using only one won't usually do to much. On the other hand three to five will work out quite nicely. Once you get used to guessing ranges you will find that Doom Divers can do some real damage. Some of my Doom Divers have slain powerful models such as the Emperor Karl Franz, the Grand Theogonist and a Greater Daemon of Khorne!

**Snorting Pump Wagons:** For only 40 points, Pump Wagons are definitely a bargain. Although its movement is unpredictable it

can cause massive casualties. Because of their unpredictable Movement rate, there is a good chance that your opponent will ignore shooting at them. In one game against Dwarfs, I was losing badly (my General had been slain and things were just horrible) and in the last turn my Pump Wagon, along with a mob of Night Goblins charged into a unit of Dwarf veterans, slaying the entire unit and winning the game for me. After the game the Dwarf player told me he would never ignore a Pump Wagon again in the shooting phase.

**Goblin Wolf Chariots:** Not only do Goblin Chariots cause massive casualties when they charge, but they are amongst the fastest in the game charging up to 18". Putting chariots into squadrons can be very useful if there is a high Leadership character (i.e. Skarsnik) leading the squadron, otherwise I like to field chariots individually. You should always pay the extra points for Scything wheels an extra +2 S7 hits is an absolute must. I like to have separate chariots charge into combat alongside units whether they be Trolls, Squig Herders or just ordinary Goblin mobs. Only ever charge a solitary Chariot against a small unit, never a large unit with deep ranks. Large monsters and Daemons are always great targets as long as the Gobbos riding pass their *Fear/Terror* test to charge.

**Other War Machines:** Although Goblin armies may only take the three War Machines listed above, I have made points values for both Goblin Bolt Throwers and Goblin Skull Crushers (Small Rock Lobbers). If your opponent agrees you may field these war machines in your army. I have also made rules for including the Goblin Organ Cannon in the army however there is not enough space to include the rules here.

Goblin Bolt Throwers are 37.5

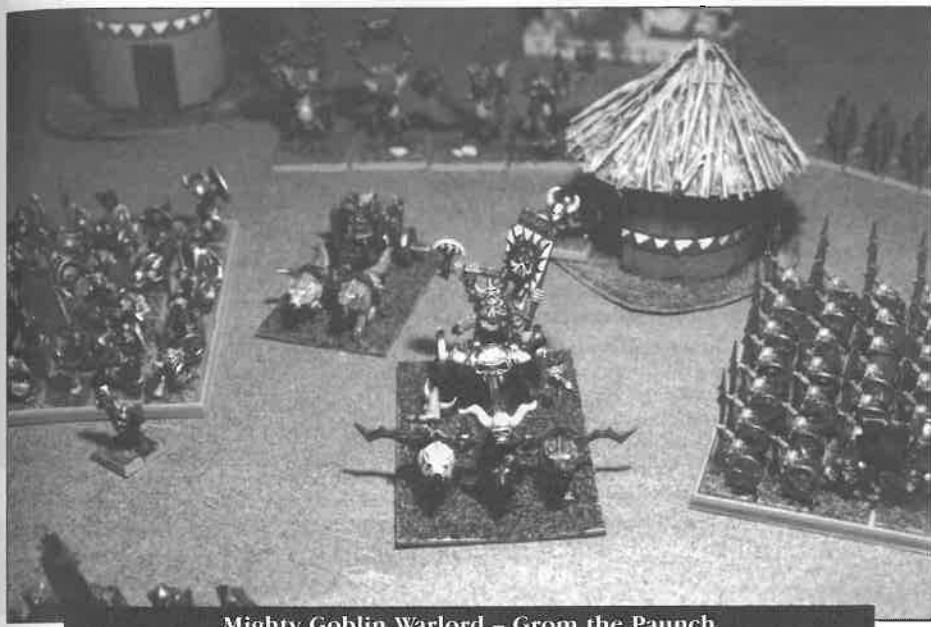


**Bring up da shooter' ow does it work again?**

points. The Bolt Thrower works the same way as an Orc Bolt Thrower and comes with three Goblin crew. The Goblin crew may wear Light Armour at +1 point per model.

Goblin Skull Crushers are 57.5 points. The Skull Crusher works in the same way as a Small Orc Rock Lobber and comes with three Goblin crew. The Goblin crew may wear Light Armour at +1 point per model.

Goblin players to once again field unmounted Wyverns in their army. With this rule and in 4th edition rules, I would sometimes buy 2 to 3 Wyverns to fly around the battlefield taking out enemy War Machines and helping out Goblin units in combat. Against Wood Elves, having a few Wyverns work very effectively when dealing with large amounts of Great Eagles.



Mighty Goblin Warlord – Grom the Paunch

#### MONSTERS

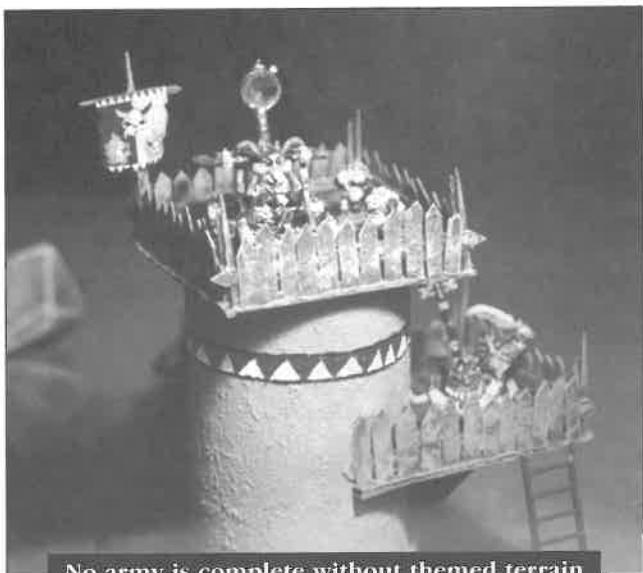
Personally, I usually do not use monsters in my army unless I feel like putting my General on a War Wyvern, Gigantic Spider or Scorpion. Since Wyverns are affiliated with Orc & Goblins I do not like to use other flying creatures such as Manticores. Since Wyverns now suffer from the Bound Monster test they are pointless to buy without a mount because of their very poor Leadership of 5. The people who I normally game with agree that if an Orc or Goblin General is wearing the *Collar of Zorga* then any friendly Bound Monster within 12" of the General may take the Bound Monster test using the Generals Leadership. This allows Orc and

#### SPECIAL CHARACTERS

##### Grom the Paunch of Misty Mountain:

Grom is definitely my favourite special character and I believe I'm his number one fan! Grom comes with his massive chariot pulled by three Giant Wolves and is accompanied by the Army Battle Standard Bearer, Niblit. His *Regeneration* ability makes him difficult to kill especially if combined with a special save (i.e. *Armour of Protection*). This is extremely important because, I stated above, if you lose your general you'll most likely lose the battle.

*Elf-Biter*, the Axe of Grom is one of the best magic weapons in the game. For 50 points the Axe causes double damage with no



No army is complete without themed terrain

Armour Save allowed, heavy cavalry drop like flies and Heroes are slain on a single roll to wound. Grom's other two magic items can be chosen freely. The second item you should normally by him is the *Crown of Command*, for obvious reasons. The third item depends how you want to use Grom. If you want him stuck in hand-to-hand all game battling Dwarf kings and Elven princes the best choice is the *Black Amulet* (I know, I hate the *Black Amulet* too, but sometimes I just have to take it) (*Is that stubble I see upon your chin, Kev? – Ed.*). You will find that with his *Regeneration* ability he becomes close to unstoppable. When I have armed Grom in this way I have taken out countless characters including the White Dwarf, Ungrim Ironfist, Karl Franz, Chaos Lords and more besides. Note that in addition to Grom's powerful axe any wounds saved from the amulet bounce back on the enemy and any wounds which fail have a chance to be *Regenerated*. He can easily come out of a tough heroic challenge with all three of his wounds. Another item that is great for Grom is the *Ruby Chalice*, making him -1 to hit him in combat and even -1 to hit from shooting attacks mounted in his massive chariot.

**Skarsnik Night Goblin Warlord of the Eight Peaks:** Skarsnik is a really good option in your army because he is the only Goblin General that can comfortably go into battle without the *Crown of Command*, leaving the precious item for a different unit. In combat his strength is increased to 5 from his prodder and his pet cave Squig, Gobbla, is simply a monster in hand-to-hand combat with 4 attacks at S6. However, when it comes to a challenge accept with another character and let Skarsnik and Gobbla crush ordinary troops.

Skarsnik's Prodder is a very good item especially if you use lots of Goblin mobs. When you use Skarsnik

surround him with about five mobs of Goblins and his prodder becomes one of your most devastating spells. Note, that in 5th edition the prodder was changed from Waaagh magic blasts to fire balls, so it now does double damage on creatures vulnerable to fire. Remember despite his monstrous hand-to-hand pet, Skarsnik should not be used to take on tough Heroes or generals, attack Champions and regular troops and blast away in the magic phase with his prodder.

## CONCLUSION

As you can see, a Goblin army has a great selection to choose from even when excluding the Orc forces. Although you may feel discouraged at times, when your Goblins seem like they can never win combat, your Shamen's heads are exploding, and your army can't pass a single Leadership test; remember that the key to a Goblin force is to overwhelm and outnumber. Always take advantage of all the powerful elements of a Goblin army such as Fanatics and the many options to take magic standards. Finally, you should never really expect to win, just have fun, give your opponent a tough scrap and just consider winning an unexpected bonus.

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## CONVENTION REPORT

Since moving to our new Headquarters site in November of last year, we've been making the most of our newly acquired space. No, we've not been letting it to students, Heaven forbid! Instead, we've held all manner of small and some not-so-small events from Tournaments to special Open Days. Being able to arrange special gaming events literally on our very own doorstep has certainly made it easy for us to lay on a whole lot more of them. We spoke to the man in the know, Administratum Prefectus Tony Cottrell, and here's a thing or two he divulged.

### INTRODUCTION

Having our own exhibition hall has always been a firm ambition for Games Workshop as it allows us to put on regular events which is something we have had many a request for. The plan is to have at least one event a month. These will include:

- Annual Grand Tournaments for Warhammer and Warhammer 40,000.
- Irregular Tournaments for our other games such as Blood Bowl, Warhammer Quest and Necromunda.
- Campaign days for Warhammer and Warhammer 40,000 (like the Mighty Empire Day held in March).
- A series of special Open days.

Our first open day was the Warhammer Open Day held in May and was a great success (more about that in Journal 28). The next open day is the Black Library Day which, by the time you're reading this, has probably already been and gone!

We are particularly keen to put on the events that you, the gamers, want to see. So, if you'd like us to hold a particular event please write in and let us know. If we get enough requests for an event we'll see if we can put it on.

All events are advertised every month in White Dwarf and tickets are available from Mail Order or through your local Games Workshop store.

*Thanks Tony. And now, over to those who made it all possible... You lot!*

### A CONGENIAL YANK

(The Test Of Legends)

Feb 28 – Mar 1, 1998. GWHQ, Lenton,

What started as a 'this would be fun' outing, turned into a major undertaking as one displaced Californian and five Irish gamers, along with their personal photographer Ms. Sarah took GWHQ by storm.

When the smoke cleared on Sunday, it was obvious that the Mean Green Machine had left its mark on the tournament. We had a few notable distinctions:

- Best General (highest game play score)– Ronan Collins.
  - Most Sportsmanlike (Ms. Congeniality)– Company Chaplain Joshua Thaler. After having the Multimelta arm blown off his dread, was heard to exclaim 'Excellent!'.
  - Top 10 finishers – 'The Great Devourer' Donncha MacCraith(6th), Ronan Collins (7th)
  - Top 20 finishers – 'Lucky' Jimmy Murphy(14th)
  - Winning Team in the Pub Quiz – Ronan, Joshua, Jimmy, Donncha, Sarah, Lloyd, Keith.
- Rumour has it that this group will be barred from Bugmans Pub indefinitely for hogging the beer and heckling the GW staff during the Pub Quiz (*believe me, you ain't seen nothing yet, if you thought that was heckling. You've not seen GW Trade sales when they're out on the beer! – Ed.*)

Now that I'm back from holiday I can tell my story of the Test of Legends tourney. I was



GW Hq Exhibition Hall packed-out during 'The Test of Legends'

also lucky enough to get a Studio tour from Jervis and Tuomas.

**The Highlights:** Having the editors of the Citadel Journal and White Dwarf fighting over who got to publish pictures of my miniatures. Paul Sawyer won, naturally (*if only we'd had a bacon buttie ready to bribe Paul with! – Ed*). Why, you ask, would they be interested in my army? Well, it's decently painted but I have one conversion that stands out: my Chaplain Dreadnought.

Winning the Ms. Congeniality Award was nice. I didn't approach the tourney any differently than I would a normal game, so I was there to have fun. Sure I wanted to win, but never at the cost of quibbling over minutiae. I guess this endeared me to my opponents, even those I beat handily. Receiving the award was a surprise but not as surprising as the awards ceremony. Everyone was gathered in the hall and waiting for the results to arrive. Jervis said it would be a couple more minutes so I hopped up and sped off to the toilet. Once done there, I rushed back to the hall. As I entered I discovered all 160 players staring at me. They broke into thunderous applause as Sarah snapped pictures of my surprised expression.

All of the Staff were waving for me to get on the stage and all I could do was look confused. I thought it was a huge conspiracy and I was getting an award for going to the toilet, since I was sure I hadn't won anything in the tourney. Jervis finally announced what it was for and pressed a Praetorian boxed set into my hands. I said thanks and stumbled off the stage. It turns out that the only thing they were waiting on were the last round scores and that they already knew who had won Ms. Congeniality for Warhammer 40K and Warhammer. So Jervis got everyone to be quiet until I came back. The sneaky git.

Taking out 10 jetbikes in HTH in one turn wasn't bad either. WhooHoo!

**Lowlights:** Getting lost on the way to Nottingham. For someone who is used to well-marked roads and signs, driving on Irish and English roads can be frustrating. We made it eventually and went straight to the hotel bar (*a sound strategic move – Ed*).

It was an awful day for dice. If I needed a 2+, I'd roll a 1. If I needed a 3+, it came up a 2. With the exception of a few mistakes, I felt that I actually played well in spite of my dice rolling. In one game I rolled five 1's to hit

## Convention Report

with my Heavy Bolters, two 1's to wound with a Multi melta, and hit only four times with ten *Rapid-firing* Bolt Pistols at close range!

Getting the Wooden Spoon. Of the six of us that came over from Dublin, I came in last. Four of my five opponents finished above me

posting of scores after each round.

Saturday night fun. The Pub Quiz in Bugmans was a blast, and was followed by Tuomas staging the 'Arena of Blood' where all the hardest characters from Warhammer went head to head in the gladiatorial ring. The Bloodthirster beat Nagash in the finals,



Battling during the 'Mighty Empires Campaign'

in the standings as well. Looks like I have a target already set for the next tourney.

**Things that Games Workshop did well:**  
The Terrain, tables and facilities. The new GWHQ is an awesome place for a tourney. Just on for Warhammer 40K there were eighty nice tables covered in excellent desert terrain, and there were another eighty more on the Warhammer side. Bugmans Bar is right next to the hall, making the acquisition of liquid refreshment a simple task. If you happened to finish your game early, you could pop up to the Museum and see all of the huge Games Day displays as well as a selection of early GW products and figures.

Staying on schedule. The staff kept the tourney (mostly) on schedule. Especially appreciated were the time warnings and the

but not by a whole lot.

Questions and Answers session with the designers. Sunday, while waiting for the final results, Jervis, Tuomas and Gav Thorpe did a Q&A in the pub. It was a great opportunity to get to know how they think and what's on the burner.

**Things to change:** Armies should be submitted in advance. GW US does this and it allows the judging of army composition well in advance. I felt that the judges were rushed to get this done while we were at lunch on Saturday.

More time to judge painting. Painting was judged at the same time as army composition. I'd like to see teams of judges roaming the halls all weekend and looking at

armies then, rather than rushing. This would be fairer to the players, many of whom spent incredible amounts of time on their minis, and to the judges, who would not feel rushed.

Explain the scoring system. The general scoring was clear, but how the staff took your VP score and came up with a value between 1-20 was not. Tournaments need to have a clearly defined and understood scoring system.

Have the computer in the hall. All of the stats were done on computer(yea!) but this computer was located somewhere else in the building. This made it difficult to check everything if there was a problem. Bringing the computer into the gaming hall would simplify this and would allow the entry of scores as they were submitted.

Staff presence on the top five tables. Most gamers were there to have fun, but there was a palpable attitude change when people got to the top tables. Just having a GW staffer on hand would have eliminated most of these problems before they arose.

It was my first experience at a big tourney

and I give it two thumbs up. I had a great time and will definitely be going back for more GW events.

***Joshua Thaler, Dublin Release Team  
thaler@netscape.com***

### **A WEEKEND AWAY -**

**(Mighty Empires Campaign Weekend)**  
21st & 22nd March 1998. GWHQ, Lenton,

I recently attended the Mighty Empires campaign weekend at the Games Workshop head office in Nottingham. Before I start rattling on about the weekend I really must tell those of you who don't know what the place is like. Well, it's massive, not to mention difficult to find. When they talk about Bugmans Bar in White Dwarf they actually mean it. They have a bar made up with wooden paneling and chairs and lit from lamps concealed inside metal horns. The whole thing can knock you back, and I knew what to expect.

Now, down to the weekend. This was based on the J files article on multi table games from WD 219 with a campaign being held in



the main gaming hall over some eighty tables. The objective was to move from one table to another claiming them for your empire, while being careful not to leave you base camps exposed to a raid from the enemy. 1500 points was the limit and no magic items were allowed. Instead, you were each given two cards and a dispel scroll on arrival. The field was set for two days of battles of epic proportions, my account of which is written below. Finally an apology, I am hopeless at remembering people's names and by the time I've written this I'd have forgotten who I played, just their armies and

themselves at the end of the campaign).

I play a Chaos Dwarf army above all else and so expected to have to ally with Chaos or Orcs and Goblins to make up an empire. However, I was somewhat shocked to find that I was the only Chaos Dwarf player in the hall. Still, it wasn't as bad as the Dark Elf empire, which didn't actually have any Dark Elves in it! So, four of us knocked together and began to formulate a plan, live on film. (One of our empires was reporting the event in front of a cameraman for Danish national television.) After setting out the battles began.



The Might Empire players in all their glory

the score remain in my mind. To any of you who were there, I was the Chaos Dwarf player wearing the badges and that bit of blue curtain (?).

After managing to find the place and bailing out a fond goodbye was said to both parents. Then it was off to Warhammer. Half an hour later I had an empire (a tabletop battlefield), three magic items and 500 gold pieces issued by the bank of Bugman. Gold was to be used throughout the weekend to buy items, bribe players and hire mercenaries (staff with troops who could convert gold to beer for

**BATTLE 1 Vs High Elves:** My first move took me straight into a High Elf army. Blasting away my artillery had its usual limited effect. To cap this he brought on reinforcements from a neighbouring table (You could do this as long as the ally wasn't playing a game himself) in the form of two more chariots and a Mage.

The game was very close and I clawed back victory in my last turn. However, High magic proved to be my undoing as *Hand of Glory* rallied the fleeing Swordmasters and Apotheosis returned his general, chariot and magic items to life. It was only as I made my



'All this way just for this piece of wood!' – The Mighty Empires winners

forced-retreat move that I realised I still had my Dispel Scroll. Unfortunately my cries of 'Rematch' weren't heard or heeded.

**BATTLE 3:** This took place late in the day, with me acting as allies to a Danish Orc and Goblin army. This guy was having a great time although he seemed shocked how little effect my overwhelming cry 'BEER, MORE BEER' was having. It was now time to officially retire to the bar. A quick look at the leader board revealed that we were on joint third place with Empire and Dwarfs while Bretonnians and Wood Elves were in the lead. A long drink and a gamble on a fixed chariot race with odds of 4 to 1 proceeded.

400 gold later I happily sat down to watch the generals and wizards depart and waited for my parents to arrive. For the first time in fifteen hours I got some sleep, but would it be enough?

## DAY 2

On this day I started reading a copy of the New Warhammer Siege book to be released in June. This was the final test version and was brilliant. I'll certainly be getting one on advanced order. Meeting the other players, I was told we had an alliance with the Empire

empire (confused?). This formed my only complaint of the weekend, that alliances that shouldn't happen were being formed. Still, part of the deal involved me kicking some stunts out of a port, which I was more than happy to do.

**BATTLE 5. Vs Dwarfs:** I was attacked by a another Dwarf army just as I tried to get away from the first I had encountered. This proved a total disaster as those two Tirancoc Chariots from earlier in the High Elf game rumbled once more on to field. Muttering about the War of the Beard I conceded and went for lunch.

Fearing we were to be raided I returned early and moped about, buying the new Imperial SENTINEL from Mail Order and hoping I could use it in a game (Ha ha, I got the last one and you all missed out, ha ha!!)

**BATTLE 6. Vs Yet more Dwarfs:** Looking nervously around for the raiding player a Dwarf army marched too close to our home base for comfort. I would have to challenge him. For the first time I cornered a player with nowhere to run and no allies available. This was also my first victory, though my Death Rocket was my only war machine to survive the game. Practically on cloud ten I

## *Convention Report*

joined my opponent in the bar for the essential drink.

**BATTLE 7: Vs More High Elves:** The raid was called off when I realised that I didn't have any magic items to lose if the enemy had won. Sneaking around, I managed to get two tables back and to pay two more from been claimed by invading Skaven, who were losing. (We had all agreed not to attack the Skaven's base camp if they just went and screwed up the Wood Elves, which they did.) It was while acting as allies to a Skaven player as part of a deal a tap came on my shoulder announcing I had a battle. It was that lone High Elf player who owned those two blasted chariots. Rubbing my hands in glee I set about a fight for revenge, only to find we were running out of time. As Jervis called a halt to all games my opponent very kindly let me have the points for immobilising a chariot that still had a crewman left, turning a draw in to a victory. The weekend ended on a high note and we were jostled in to the bar while Jervis worked out the winners.

Ten minutes later, were huddled back in to find the Bretonnians on top with the Empire second. Dwarfs came in third while our own Chaos Dwarfs came in forth with another army which escapes me. Someone had really smacked the Wood Elves because they only had half the territories they had the night before. Clapping and booing we filed outside for the White Dwarf Photographer and the Weekend was over. I hung on to the bitter end listening to the Bar talk over what could be done to improve the weekend. I stayed silent as most of my views were voiced by others. Still, I learned that the Chaos Dwarfs are being worked on, the Vampire and Mummy army-list's are planned for release sometime this year as the new Warhammer armies Undead book and the Squats are to be left out of the next issue of 40K so they can be totally re-written for the issue after.

At that point we were literally thrown out and the weekend's events faded into legend. I would recommend this kind of madness to anyone, especially seeing as next time all the bugs will have been ironed out, so until next year then.

Finally, to anyone at Northern Warlords, Teeside, we are Harrogate Wargames Club, so

see the contacts list if you want that challenge over summer.

*Ian Roberts*

## **HOW I GOT THERE (AND WON!)**

### **(1997 UK Grand Tournament)**

Getting ready, my army was in pretty bad shape up until the week before the Grand Tournament. I had travelled with the army to Baltimore, Toronto and back to Baltimore all within a few short months. All that travel, and all of those games took a toll on my figures. I spent about one hundred hours the week before the UK Grand Tournament bringing the army up to tournament standards. Good thing I was on vacation! I redid the banners and pennants for all of my knights as well as touching up the nicks and scratches. Adding a bit more heraldry was pretty high on my list too. The army I was going to bring to the UK Grand Tournament is very much like my Canadian Grand Tournament army that I won the Canadian Grand Tournament and the North American Grand Championship with. The big difference is the army has two fewer characters and they were replaced with a unit of Knights of the Realm. When the army was finally ready I realised that my carrying case would not accommodate the extra 10 figures! Well after another couple of frantic days I put together a new interior for my case.

**Army Selection:** Which army would I bring? I looked carefully at the restrictions Jervis had come up with for the UK Grand Tournament, boy were they going to be a tough nut to crack! I started by looking at the scenarios. The two 'special' scenarios Jervis has come up with are the same that Tim, Ray and I used at the North American Grand Championship. The most important thing I found with these scenarios is that they heavily favoured cavalry or other fast armies. So the scenarios helped me make my first decision, I would need a fast army to win. Looking at the armies I had ready (or could get ready in time for the UK Grand Tournament) I thought an Orc & Goblin army with a hard unit of Savage Orc Boar boys would work, or maybe an Undead army with two units of skeleton cavalry (and if I needed another unit, I could always make it!). The Orc & Goblin army would have a big

unit of Savage Orc Boar Boys with a Standard and Musician, and probably a *Banner of Might*. Add in a couple of Night Goblin units with spears and Fanatics... hmmmm this could work... add a Giant, some Wolf boys to cover the flanks and a Pump-wagon or two... Lastly a Savage Orc General and Shaman, all in all a pretty powerful force. Or if I went with the Undead, I could have two big units of skeleton horse and a couple of units of skeletons, maybe even a chariot... add in a Vampire Count, Wraith Champion and a Liche... another potent army. Well, after I figured out what it would take to get my other armies up to snuff with the new units I would need, I decided that there was just not enough time to get them ready. So Hail Bretonnia!

pointed out two problems with the army. My general was mounted on a Hippogriff, while this gave me a powerful terror-causing model, the absence of my general in the ranks not only made them less powerful, but also made them less likely to pass Leadership tests and such. The other problem I had was in being 'out-magicked'. So for the Canadian Grand Tournament I took my general off the Hippogriff and raised the level of my 'big' wizard and added a second wizard to boot.

I really liked my Canadian Grand Tournament army with its two large lances of Knights (units of 10 models each). I would have liked it better if it was made up of Grail Knights and Knights of the Realm instead of Knights Errant, but at least the Knights Errant models are cool! At the Canadian Grand Tournament



Games Workshop's Ian Mountain ensures that there is fairplay

I played in both the US Grand Tournament and the Canadian Grand Tournament with my Bretonnians and had done pretty well coming in third at the US Grand Tournament and winning the Canadian Grand Tournament. My loss at the US Grand Tournament (to the eventual winner Tim Ray)

I found that I out-magicked nearly all of my opponents, and that coupled with the possibly best in game rank and file troops and the speed of the Bretonnian Knights (remember, the Bretonnian Warhorse does not pay movement penalties for armour) and the mobility and screen of my mounted

## Convention Report

squires, I was able (with a bit of good luck) to win all but one of my games. The only game I lost was to a terrific Chaos player with a dead hard army. He had a Keeper of Secrets and a Chaos Lord in a chariot, making it very hard to score very many victory points. In each combat that they faced, my lances of knights were more than able to defeat the enemy unit, so I figured that making each lance a bit weaker and adding another lance with the points I saved would be a better choice.

The UK Grand Tournament restrictions added a few new wrinkles. The most important thing were the scarce troop rules. Scarce troops are all characters and all magic items, and machines or monsters over 50 points. With the scarce troops rule the first thing I needed to do was to take out the extra characters and magic banners to bring the army down to 1000 scarce points. Taking out one Hero and a Champion mostly did this. My 'big' wizard also lost a *Dispel Scroll* and a *Destroy Magic Scroll*. This left me an extra 350 points to spend. That would be perfect for the other lance of knights. I reduced the size of my Knights Errant to six, and added ten Knights of the Realm. This left a few points so I changed a Knight of the

Realm into a Grail Knight and moved a wizard from the Grail Knight lance into the Knight of the Realm lance. The Knights Errant worried me a bit in not being able to always hit hard enough, so I thought to add a Champion to add to their punch. Although this is normally not a problem with Bretonnia (being able to use up to 75% characters is pretty cool), with Jervis' evil restrictions I found that I did not have enough scarce points for another Champion. So I went for a magic banner instead, I wanted the *Banner of Might*, but again those scarce points! So I had to settle for the *War Banner* (which isn't bad) which was like adding a whole extra rank of knights for only 25 points.

This left my army with a general, one Hero, two wizards (one level two, and level three), a Grail Knight Champion, a unit of Grail Knights, a unit of Knights of the Realm, a unit of Knights Errant, a unit of Bowmen, and a unit of Mounted Squires. A quick word about Mounted Squires. They are always the first unit I buy for a Bretonnian army. They are very fast, cheap, and most importantly expendable (pretty much like all commoners). I usually buy a unit of 8 and cut it down to 5 if need be. The Squires can



be used to screen your much more expensive Knights from bowfire, or from machines, or they can be used to interdict enemy units from your flanks/rear, or they can Skirmish their way through forest. They are by far the most versatile troops in the army, and every army should have them.

points. The next step was to drop a level from the other Sorceress, bringing her down to a Wizard from a Wizard Champion. This seemed to work until I play-tested the army with Jeremiah Karnes. He was able to kill the Wizard Lord a bit too easily as she was completely unprotected. I fixed this by



Just one of the spectacular armies on show - that of Jeremy Marshall

The day before I left to begin my trip I was talking with another member of my game club about magic and what level or type of wizards we would expect to see. As we talked, he convinced me that my Master Wizard with a *Book of Ashur* and a *Skull Staff* would be rendered mostly ineffective by any army with a 'real' Wizard Lord. That player would most assuredly VETO my *Book of Ashur* to ensure that his wizard would be higher level (A higher level wizard with a *Skull Staff* can dispel enemy spells on a 2+). So by Vetoing my *Book of Ashur*, he would also render my *Skull Staff* mostly useless. The answer then must be to raise my Master Wizard to a Wizard Lord, a fairly expensive proposition. I started by dropping the *Book of Ashur* (I would not need it now, would I?), but I still needed to cut another 43

moving the *Jade Amulet* from my General to the Wizard Lord. This worked out until he vetoed my *Armour of Protection* and killed my General. We talked our way through a series of battles, the problem I faced was that there are very few magic items in my army, and if my opponent Vetoes even two of them I was finding myself in trouble I decided that I needed to protect my magic items. The *Tress of Isouilde* is an excellent character killer and the *Armour of Protection* is important to keeping my General alive. Keeping either one is important, both would be great. Because of this, I gave up my second *Dispel Scroll* and changed the Knights Errant's *War Banner* into an *Errantry Banner*. With these extra points I bought the *Book of Ashur* (for the level one wizard, mostly because it seemed to fit the model I

## Convention Report

converted for this wizard) to protect these other two magic items.

The General ended up with *Armour of Protection*, the *Crown of Bretonnia*, and a *Potion of Strength*. He has the *Grail Virtue* and the *Virtue of the Joust*. The *Virtue of the Joust* in combination with the *Potion of Strength* means that if the General is charging, he will hit four times at Strength 9! Because of the save modifiers, there will be no armour save! The *Crown of Bretonnia* raises a single characteristic before the battle. I usually start with Leadership, and then go to Wounds then Attacks.

My Hero carries the *Tress of Isouilde* and the *Rending Sword*. He has the *Questing Virtue* and the *Virtue of Knightly Temper*. Combined with the *Tress* and the *Rending Sword*, the Hero can dish out an incredible 12 wounds in one combat round (3 attacks that hit on 2+). With *Knightly Temper*, he gets three more attacks, still hitting on 2+. With 6 hits wounding on 2+ and then because of the *Rending Sword* – a massive 12 wounds!)

My main wizard is a Wizard Lord and has the *Skull Staff* a *Dispel Magic Scroll*, and the *Jade Amulet*. She rides with the Knights of

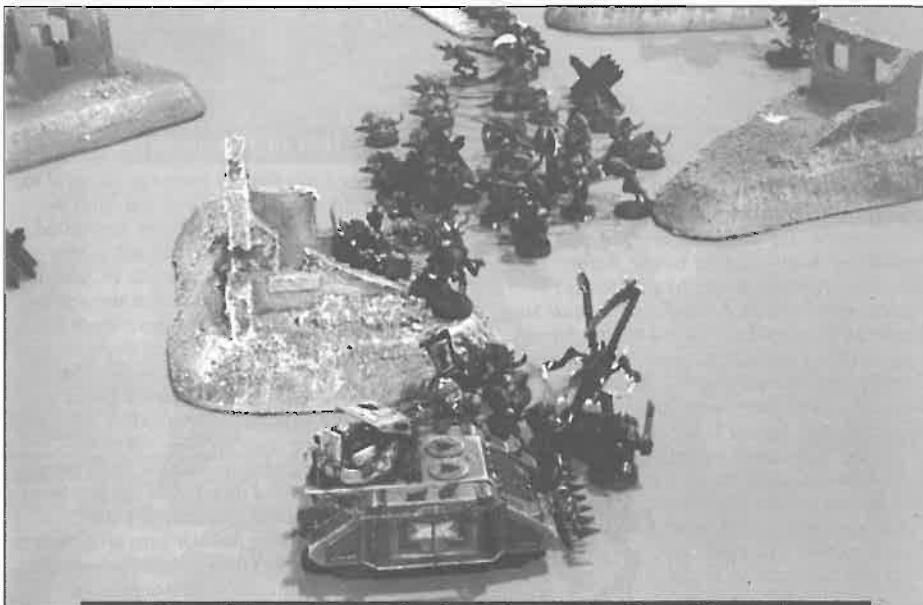
the Realm because they carry the Banner of Sorcery.

The second wizard carries the *Book of Ashbur* and rides with the Grail Knights.

The Grail Knight Champion has the *Black Gem of Gnar* (*Ooh! What a bearded item – Ed*) I use it to protect the general (who also deploys with the Grail Knights) and just in case, to protect the unit itself.

**VETO Rule:** I really like the concept of the veto rule. But I was a bit worried that it might encourage players to tool up all of their characters in hopes of getting one with a 'good' combination of items through

**The Travel:** My flight to England was to leave Los Angeles at 6:30 in the morning the Wednesday before the Grand Tournament. I live in Sacramento, California, which is nearly 7 hours away by car. My family and I drove down that Monday so we could spend some time together with the kids before I left. Tuesday night (really very early Wednesday morning) we went to the bus station to catch the bus to the airport. From there (I had to check in two hours before my flight) I flew to Denver to wait for yet another flight for another three hours. Three more hours by



One of the many armies in action at the Test of Legends

plane from Denver to Washington DC. Wait another hour there and then finally another eight hour flight into London. Then, another two hour wait for the Bus and finally a two hour bus ride to Leicester. 26 hours by plane car and bus just to play Warhammer!

## SATURDAY

I woke up Saturday to a light drizzle, apparently this is perfectly normal in England – at home it would be sunny and almost 100 degrees. So much for summer. The first day would consist of 3 games. The first game would pit you against a random opponent and the next opponents would be decided by the Swiss system.

**Game One:** My first game was against another Bretonnian player; Bretonnian Tourney! My opponent started off by vetoing my *Standard of Shielding* and my *Armour of Protection*. This was a bit of a surprise as I expected to have the *Tress of Isoulde* or the *Book of Ashur* vetoed instead. Our Knights crashed into each other back and forth across the field and in the end I had won a big victory.

**Game Two:** The second game was against a beautifully painted Lizardman army. He had two units of Skinks with Kroxitgor and two skirmishing units as well. The Slann Mage Priest was in a unit of Temple Guard. It looked like one hard army. After deployment when my opponent choose his spells, I knew it would be a glorious day for Bretonnia. He had only a level one Slann Mage Priest. I would be able to dominate the magic phase. The highlight of the game was my Grail Knights with my General and Hero charging the Slann Mage Priest and Temple Guard, breaking them and then running them down. This game too went to the Bretonnians.

**Game Three:** My third game pitted me against a Chaos player, Adrian McWalter. He too had a very nice army that looked dead hard. His two units of Chaos Centaurs would give him great tactical flexibility, especially with mounted characters as they could be deployed with either unit. He also had a large unit of Beastmen, and a Dragon Ogre. He used his Flesh Hounds to screen one unit of Chaos Centaurs and the Dragon Ogre (so, if I charged them, I would be charged the next turn by his supporting units). With a Bretonnian army, the most fatal error a

general can make is to allow his knights to be charged.

Adrian placed his screen and counter charge units to the right flank, the Beastmen to hold the centre and his second unit of Chaos Centaurs to the left flank. My Knights of the Realm were deployed opposite the Chaos Centaurs on the left flank, with the Grail Knights to the centre and the Bowmen and Knights Errant to the right flank. The Mounted Squires were deployed to the far right flank in hopes of getting them around the rear to slow down his units.

As the game progressed, the enemy general and the Battle Standard Bearer with the Chaos Centaurs hard pressed The Knights of the Realm on the left flank. The Grail Knights took the centre and the right flank pretty much held. When we added up the Victory points it looked like Adrian had won. Although, luckily for me, we still needed to add the 200 points he had bid to have the first turn! The Bretonnians had eked out a very narrow victory.

**Composition and Painting:** After the first game all of the players had left their armies on parade. This allowed the judges to rate each of our armies on a scale of 1-5. The ratings of all of the judges would then be averaged and multiplied by 12 to give a total possible point score of 60. I scored a total of 49.2, which was pretty good. Still all of the top 20 or so players would have a good shot of winning on Sunday.

## SUNDAY

Again it was drizzling in the morning, are they sure this is normal? Maybe the weather is what causes their funny accents? (*Hub, trust a bloody Yank to get confused with who's got the accent! – Ed*) Sunday morning started off with the Knowledge Quiz, although it would only count for 15 of the total 200 points, my lead was rather precarious. I would need to do well here too. The Quiz was much tougher than either the US Grand Tournament or the Canadian Grand Tournament Quizzes, I feared I had not done well. What was worse, The players on all four of the top tables were within striking distance still. Even Adrian, whom I had beaten, only moved down two notches. I was getting worried indeed.

## Convention Report

**Game Four:** Another Chaos opponent, this time a Slannesh army – my biggest worry. An army that hits almost as hard, is faster, and can be immune to Break Tests. This army would be the hardest test I would face. My opponent, Christian Kolbe from Germany (Quite an International event this Grand Tournament), deployed his entire army towards the centre of table as did I. For the first time in the tourney, I made a big bid to go first. There would be no time to pray to the Lady of the Lake in this battle. Right from the start incredible things began to happen. My first charge was my Grail Knights and my Knight Erants into his big block of Beastmen and my Knights of the Realm into his other flank. The Beastmen were subjected to an awesome set of dice rolls. With a combat result of almost 20 the beastmen fled, The knights pursued and crashed into the rest of the army. By the end of my second turn every enemy unit had been destroyed not a model survived. Needless to say this was my biggest victory of the tourney (*isn't it great to know that modesty isn't dead? – Ed.*)

**Worry Time:** I lost three points of my lead to each of the closest players. My lead was down to less than 20 points to all of the top 5 players. If any of the players from the 3rd and 4th tables won big, I could be out of the top three. Even worse, Adrian McWalter had won his fourth game in such convincing fashion; I would have to play him again!

**'Ere we Go! Re-match:** Right away we could see that we were both nervous, if either of us won our game by a large margin we could win the tourney! Adrian again vetoed my *Black Gem of Gnar* and my *Tress of Isoulde*.

The Chance Encounter scenario posed a special problem on table one. The map for the terrain left a copse of trees in each player's deployment area. This resulted in each of us having only four inches to manoeuvre our armies through. Adrian deployed his Beastmen first (We had to use the same marching order for all five games) with the rest of his army behind. My Knights of the Realm were again in front with the Grail Knights right behind. I went first and charged the Beastmen with my Knights of the Realm and my Hero who I had deployed as an individual. I was hoping for a quick kill by getting lucky and killing the Chaos General

with my *Rending sword* combined with the *Virtue of Knighthly Temper*. Adrian countered by *Challenging* the Hero with a Champion instead of letting me attack the general. I was not so lucky this time and barely scored any wounds. The Knights of the Realm held their ground, which helped me, set a trap for the Chaos General. I had moved my Bowmen forward into the line of pursuit by the general and beastmen, and then moved the Mounted Squires and Grail Knights to opposite sides off the Bowmen into a position to charge from the flanks of the Beastmen unit.

On Adrian's turn he manoeuvred his army forward to try to press the attack. During hand-to-hand combat, with his general now in base contact with my rank and file, Adrian reduced the Knights of the Realm to a single model. They of course failed their Break Test and ran away. The Beastmen pursued and did not quite reach the Bowmen. Everybody passed their *Panic* tests for the broken unit and on my turn I sprang my trap. The Chaos General who had just fought the Knights of the Realm to his front was out of position to fight against either unit. With my general charging the Beastmen stood no chance. The Chaos General would need a a spurious roll to pass his Ld. You could see the look of concern on Adrian's face, the result of the tournament came down to one die roll; if he rolled snake eyes, his general would surely destroy Knights. Unfortunately for Adrian, he missed his roll and Broke. What would turn out to be worse though, was that by deploying his general into the Beastman unit he had reduced his general's flee move to just 2D6. With the Mounted Squires and the Grail Knights pursuing 3D6 each, it was over for the Chaos general. He was run down and killed. Although there was a bit more combat to go, the game was over.

**The Last Worry:** As Adrian and I cleaned up, I told him my worst fear. What happened if I made some small mistake in my list, maybe I forgot to pay for a shield or something else really silly wouldn't be horrible to get this far to lose on a thing like that? In the end, it turned out just fine; I had won the UK Grand Tournament. The best part was that the player I had beat twice, the second time to win the Grand Tournament voted me the best sportsmen. That was the best!

**The Tour:** The Head Judge, Tuomas Pirinen, invited me and the other two Americans; Ron Spitzer (3rd place and Best General) and Jason Singleton (4th place) to a tour of the Studio.

Even more exciting was the chance to play a game against Tuomas, Alessio and Davide, each of them champions from tourneys before they went to work for Games Workshop. The Studio tour was absolutely awesome. The wall of Studio miniatures is incredible. The artists there are really friendly too. Nigel himself, was rather pleased that his beloved Bretonnians won the Grand

Tournament too. We got to see a bunch of unreleased products that look really exciting. I'd say more, but they told me if I did, they would have to slay my knights.

**The Trip Home:** Well the fun is over (for this year anyway, next year I'll use a new army – the sneak preview we saw of the new Chaos list was too much – so too Trish Morrison's new figures), now for another 24 hours on airplanes and buses and back to work in the morning.

*Bill Edwards*

# WARHAMMER®

## GRAND TOURNAMENT '98

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(For further details see White Dwarf)*

## Ian's new and revolutionary Rank Bonus system

By Ian Pickstock (surprisingly enough!)

We caught Ian snooping around the bunker probably reminiscing, starry-eyed, on glorious times gone by. So, we thought that we'd imprison him until he wrote something for us. Well, one month, two weeks and four days later, after a diet of troll-chunks washed down with some particularly foul-smelling liquid, he finally put pen to paper and produced this variant on the Warhammer Rank Bonus system. We certainly hope that you like it, otherwise it's back on the troll-chunks for poor old Ian!

These days I seem to spend most of my time preparing that wondrous tome, Warhammer Monthly, but that said I am not adverse to sticking my thumb into the Warhammer pie every now and then (much to the annoyance of Tuomas and Nigel I'm sure!).

Any way, this a variant on the Warhammer rank bonus rule and ideal for people who play really huge games of Warhammer...

Rather than limiting rank bonus to just a maximum of three ranks which always seem to me to be both somewhat abstract (why do five lines of guys only push as hard as four?) and a some sort of attempt to set a very deeply hidden limit to the size of regiments we expect to see in a game of Warhammer????

*Example: of Current Rank Bonus Rule: If Player 1 had one regiment with 2 ranks and a regiment with 3 ranks it would have five ranks in total. While Player 2 had a single regiments of 4 ranks. Player 1 would have +2 combat resolution, Player 2 would have +3 combat resolution. Giving Player 2 a net bonus of +1 to his combat resolution.*

This system simply compares the number of ranks in each regiment against each other. If you have equal or less ranks you get no bonus to your combat resolution. If you have more than your opponent but less than double you get +1 to your combat resolution. If you've got double your opponent's ranks but less than triple you get +2 to your combat

resolution. If you've got three times as many ranks you get +3. Rank bonus cannot get more than +3. I have summarised this in a chart below.

### Rank Bonus

The player who has the most ranks in his regiment compares the number of ranks in his regiment with the number of ranks in the opponent's regiment on the chart below to find out the bonus to his combat resolution for the combat.

### Multiple Combats

If more than two regiments are involved then I have two systems, I'll leave it to yourselves to decide which you prefer, or maybe you can think of your own.

### New Multiple Combat System.

Add up all the ranks in all the regiments on either side of the combat and compare as above.

*Example: If Player 1 had one regiment with 2 ranks and a regiment with 3 ranks it would have five ranks in total. Player 2 had a single regiments of 4 ranks, then a quick look at the chart reveal that Player 1 would have more ranks and therefore gain a +1 combat resolution.*

**Old Multiple Combat System.**

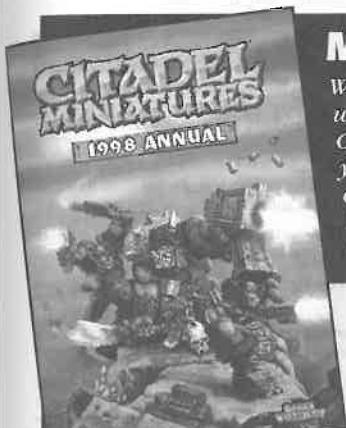
Much like the current Warhammer, just use the largest regiments on either side and calculate as above.

If Player 1 had one regiment with 2 ranks

and a regiment with 3 ranks, then we use the three ranks. Player 2 had a single regiments of 4 ranks, then a quick look at the chart reveal that Player 2 would have more ranks and therefore gain a +1 combat resolution.

**No. Ranks:**

Your Enemies'	Yours									
	1	2	3	4	5	6	7	8	9	10
1	-	2	3	5	3	3	3	3	3	3
2	-	-	1	2	2	3	3	3	3	3
3	-	-	-	1	1	2	2	2	3	3
4	-	-	-	-	1	1	1	2	2	2
5	-	-	-	-	-	1	1	1	1	2
6	-	-	-	-	-	-	1	1	1	1
7	-	-	-	-	-	-	-	1	1	1
8	-	-	-	-	-	-	-	-	1	1
9	-	-	-	-	-	-	-	-	-	1
10	-	-	-	-	-	-	-	-	-	-



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# WRITE FOR THE JOURNAL™

The Journal is written for fanatical GW gamers by fanatical GW gamers. You (yes, YOU!) make the Journal the brilliant, unparalleled hobby magazine that it is - a forum for *every* collector, painter, modeller and army commander of Citadel miniatures.

Here is an even more concise guide to help convert those sparks of inspiration into articles that you can share with the rest of us.

If you would like a full list of writers' guides, send a self-addressed envelope to the address at the bottom of this page.

## 1. What do we need?

- **We need to know who you are.** In order to get your article in print, we need to know all about *you*, the Hobbyist. Not just your name and address, mind, but which games you play, which armies you have painted and what, if any, conversions that you've done. And yes, no matter what sort of mutant you are, we need a photograph of you in all your glory!

- **We need a publishable article.** The basic outline of an idea extending to only a few paragraphs will not constitute a usable article. If we receive good, original ideas that are incomplete or too vague (and we do receive a lot of 'em), then we will send you an encouraging reply, asking you to work your article to a finished state. The other BIG factor in what makes an article publishable is whether it is a REAL hobby article, or just words on a page. Anyone can sit down and write some rules, but a true Hobbyist will playtest them or do that figure conversion he's telling us about and show us the photographs and the battle-report. The Journal isn't about theory; it's about what's really happening in the Games Workshop hobby.

- **We don't need flowery prose** - we leave that to the INFERNO! boys.

- **We need your permission to use your article.** All you have to do is fill in and sign the Permission form printed at the end of these guidelines and send it in with your article

- **If possible, supply articles on disc.** We can read most formats, so just send in your article on disc as this will save a lot of time. Alternatively, if you're on the Internet, why not e-mail your article to us.

- **This point is so important we'll write it again!** We want REAL hobby material from REAL hobbyists! This is your mag!

## 2. Decide what article you want to write

For example:

- A scenario for one of our game systems
- The house rules that you use in your games
- Ideas for collecting, modelling, converting and painting Citadel miniatures
- Tips and tactics
- A review of a tournament/convention you have attended
- Your Games Club

Whatever your article is about, you should have playtested it at least once. Always, where possible, send in photographs, of yourself, your miniatures, your terrain, your games club, your mates testing out your hot new rules, etc.

Remember, your figures needn't be to studio standard and we certainly don't expect your photography to be either. The Journal is supposed to be a grungy mag!

## 3. Get writing!

As a guide there are three kinds of submission that we can work with:

- An article that has the nucleus of a great idea. These we will send back with a copy of our writer's guides, so that you can re-work it into a publishable format.

- A good article with some sound ideas which needs moderate editing. Generally these are acceptable but sometimes we will return them for re-working.

- An excellent article which is also typed (double-spaced) with maps, conversions, etc. where necessary, and supplied on disc as a text document. This needs very little editing and is our favourite kind of submission!

We are more than happy (delirious even) to read all your ideas, no matter how weird and wacky, but, if you really want to get into print, there are a couple of areas to steer clear of:

### • Special Characters and Army Lists.

## 4. Check your work

Everything that goes into the Journal is carefully checked but it makes our lives a lot easier if you check your work over - or, better still, get a friend to check it for you!

Things to keep in mind are:

- **Is it Games Workshop?** Your article has to be based on one of our more current games.

- **Does it read well?** Will the reader be able to understand the ideas you are trying to present.

- **Is it interesting?** Try and make it original and innovative.

- **Spelling and grammar.** You don't need to be a language professor, but it should be spell-checked.

- **If you use someone else's ideas** within your article (for example from an Internet website, mailing list, etc.) please contact them first and, you never know, they may even have a few more ideas to help your project.

## 5. Send your work to us

The Journal Bunker has been relocated deep in the secret fastness of the Black Library at our Head Office in Lenton.

Send your ideas to: The Journal Bunker,  
Games Workshop Ltd,  
Willow Road,  
Lenton,  
Nottingham NG7 2WS  
UK

Or, if you're on the Internet,  
why not E-mail to us at:

journal@games-workshop.co.uk

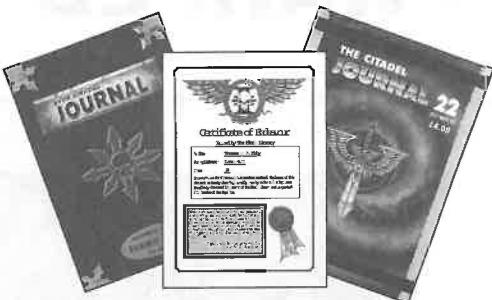
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### 6. See your name in lights!



The Citadel Journal is read by thousands of hobby enthusiasts worldwide, so there is no better way to share your views and ideas with the global gaming community. In exchange for your article appearing in the best magazine in the Multiverse, we'll send a copy of the Journal featuring your article, upon publication. At our discretion, for particularly good submissions, we may send all manner of other goodies, such as GW vouchers and complimentary miniatures. Also, for any utterly blinding articles. Be they scenarios, letters, model conversions, or whatever... we'll send out one of these very prestigious Black Library Approved Certificates to the most noble scriptor and have the said article stamped with a Purity Seal to show our admiration.

So what are you waiting for? Don't just sit there foaming... Get writing!



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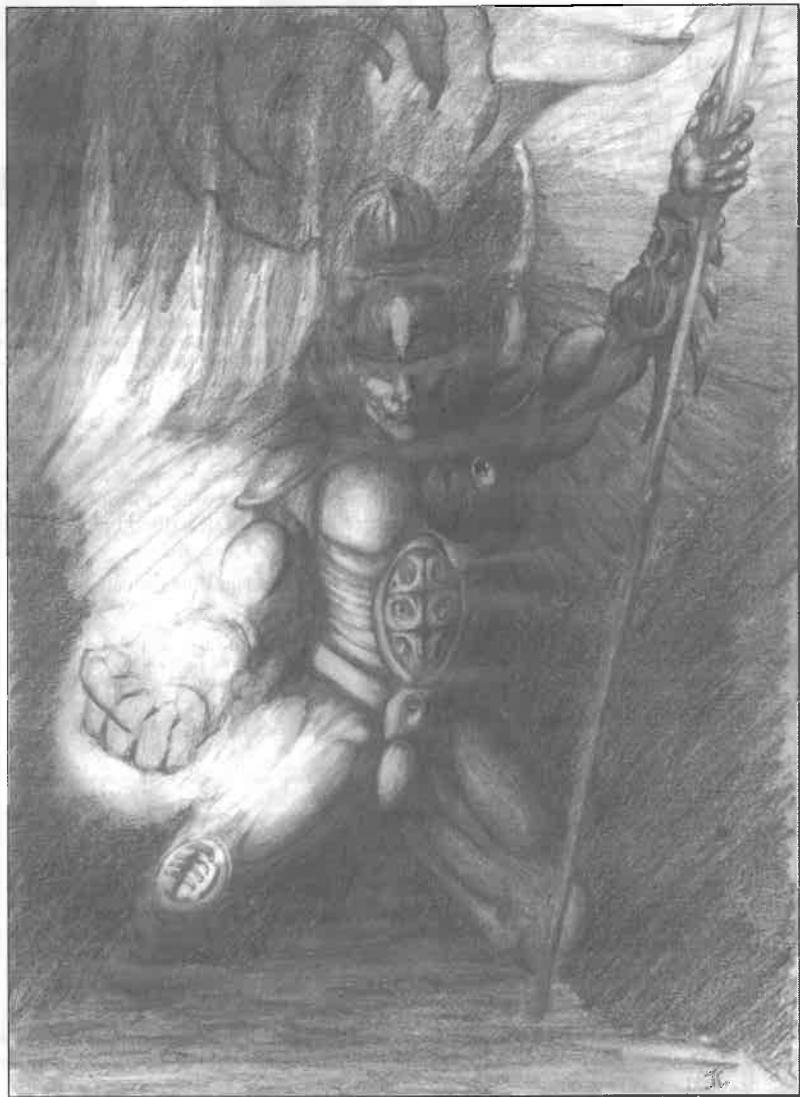
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# WARPED VISIONS

Once again the abundant glories of Warped Visions are here to lovingly caress your visual senses and stimulate your grey matter (*I've started drooling for some reason! – Ed*)



**Jimmy Copland** of Aylesford, Kent did this striking composition of an Eldar Aspect Warrior for his mate who liked it so much he asked us to feature it here in Warped Visions. We certainly hope that Jimmy starts doing us some regular work, cos it's marvellous.

This bad-tempered looking Hive Tyrant was etched by sixteen year-old, budding artist Pete Boyle of Loughborough.

He says that he was inspired by our first Reader's Gallery back in Journal 23, but being a lazy Grot (these are his words!) didn't get around to it until now. The original piece is being used for part of his coursework in his GCSE art exam and Pete hopes to work as an illustrator when he is older... Good luck, Pete!



It's that indomitable Jesse Justice again, left (*No, not the 'aggro lookin' Dwarf or the well endowed Elf!*), from San Pedro, California.

How he gets his characters to pose so well for his for his pen, Lord knows!



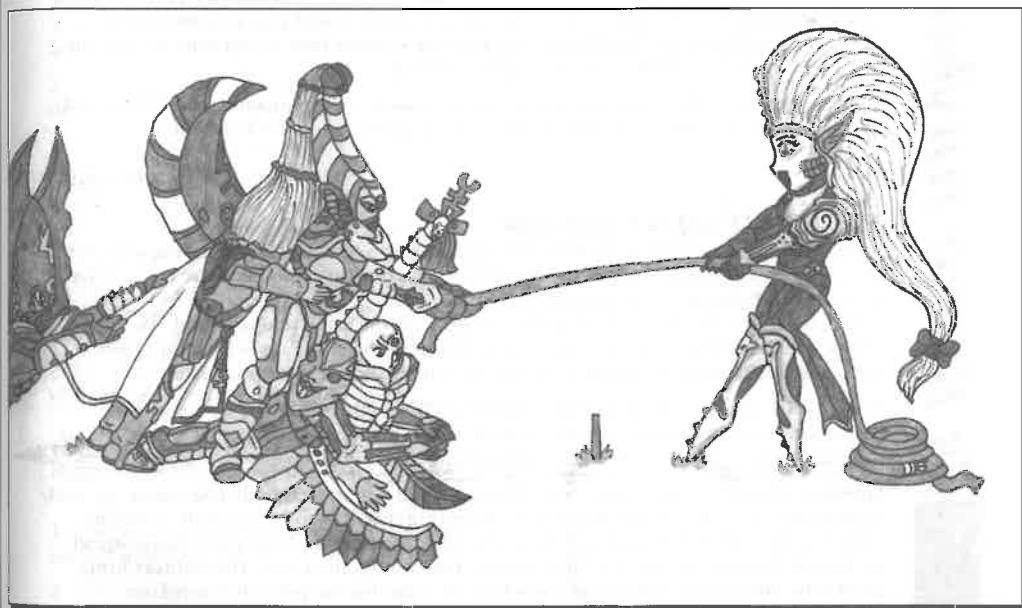
This heavily detailed work from **Brian Williamson** from Clockwork Studios, London is entitled 'DeathHand and friends', although why this somewhat misguided barbarian is hanging around with this Orky rabble is a complete mystery.



**Mary Jones** from Weobley, Herefordshire sent us her rendition of an Eldar Warp-Spider (Right).

And, for all of you crusty, set-in-your-ways, serious-minded readers, here's a little caricature (below) of a tug-of-war between the Eldar Phoenix Lords just to set you off yelling 'Blasphemy!'.

Don't you just love the little bow in Jain Zar's hair?... Aaaah!



Once again, it's time for another thrilling installment of: *'Is there anybody out there?'* the Journal's letters/reply forum that lets you have your say.

Since we've 'rattled your cages' in an attempt to prompt more discussion we've been inundated with letters here at the bunker. Here's some of the ones that we could decipher without our brains hurting too much!

### **BEARDIES GET YER COATS**

Following the recent articles and letters regarding 'Beardies' and 'Beardiness', I would like to throw in an idea I have used in the past with occasionally hilarious success for dealing with said over-researched tabletop generals.

Beardies, in my experience, are generally driven by ultra-competitiveness and the need to win at all costs – be it in the types and numbers of figures, the features on their PC's and games consoles or the speed they drive their cars. To get at these people there are three approaches:

1. *Out-beardy them.* The problem with this approach is that failure results in reinforcing the bearded's belief in their own brilliance. Worse still, you yourself could become a bearded git – Mork help you.
2. *Don't play against them.* This is the usual recommended tactic, but if opponents are limited can be somewhat self defeating unless you like playing with yourself (like a bearded?).
3. *Ridicule them.* Potentially best solution. If you are coming up against a player who routinely puts out characters, units/wargear combos which push the lists a bit too far, how about putting up a truly ridiculous army against them. How about 1500 points of Skinks (!!?). Or nothing but Ratling Snipers on acid (you get the idea?). They can hardly complain if they've extrapolated the lists through elaborate folklore. The point is that if you lose, you lose nothing as your army was ridiculous, and if you win, said bearded one will be well put out. You'll also find the look on their face as you start setting out the 200th figure in a 1000 point army quite comical.

Anyway, thanks for the Journal, it's a breath of fresh air to a wargamer with 20 years of over-exposure to white metal behind him – keep up the good work out there.

*Pete Marshall*

### **THE BEARD GROWS LONGER!**

James Goodchild, you have more Beard than a ZZ Top look-alike convention, except in one case. This is your idea with the Mortars, which is an accepted military tactic. What would really happen is that the first mortar would fire a smoke round, to test wind speed, direction, etc. You could represent this with the same template and effects as a smoke grenade. Of course, a round of smoke falling towards a squad is a bit of a hint as to what will follow, so maybe a -1 to hit modifier should be appropriate.

Next, to Nye Brewer, STOP BLOODY WHINGING. In my local store, I have rousing conversations with the staff on tactics, armies, and my latest strategy tips. If you talk to the poor chaps, you never know, you may learn something.

Speaking of tactics, ever notice that a Meltagun will almost definitely take out a Whirlwind? There is a really simple way of beating this, it is to 'strategically position' (not, I might add, hide!) said tank behind a hill/large building, and put a battle squad of Tactical Marines around it to soak up any fire coming their way. The indirect firing allows the tank to stay out of the firing line. Et voila, for the price of 5 very basic Marines, your long range firepower is protected from all but a major effort to destroy it. Nevertheless, your opponent probably won't spend too much time trying to take it

out, when there are other, easier targets. This tactic also works well on Basilisks and Griffon siege mortars.

Coming soon (when I finish typing it) is an army list for the Legion of the Damned, so you can field them as a complete army. Good, eh? (*Groan! Please, no more army lists. You know they're too long to print! – Ed.*)

Well, enough of me blathering. I'll write again when I finish that army list.

**Tom Hood**

*Just recently, we received a couple of letters complaining about our use of the term 'Beardy'. Now, we would like to take this opportunity to explain that this actually bears no reference to the amount of facial hair you may or may not possess (we are not in the habit of teasing for the sake of it, indeed your very own Journal Co-ordinator, Steve, is the semi-proud owner of a mildly unusual chin tuft!).*

*The popular, if misleading, term 'Beardy' actually refers to those gamers who have no concept of the 'spirit of the game'. They are obsessed with ludicrous Wargear and Magic Item combos, only play to pound their opponents into the dust then laugh at them in a condescending manner afterwards and, when they lose, make a spectacle of themselves by screaming, shouting and throwing dice and miniatures in a childlike rage (do you know anyone like this?). So, that established, if we offended anybody because of their 'facial follicles' we apologise profusely. If we offended you because you are a Beardy and know it, get a life! Play properly and for fun.*

**Remember, be bearded, not Beardy!**

## **HOW TO BE A SKINFLINT**

I have some new ideas that you might find interesting. Oh yes, I, Grandmaster Loft, have made the 'Skinflint's' Guide to Modelling'.

### **TERRAIN TERRAIN TERRAIN!**

1. Raid charity shops or car boot sales, or even your dad's garage for a large picture of anything, the best size is about 22" by 32", but not to worry anything big will do.
2. Sand the frame and spray the whole thing Goblin Green, or paint it if you so wish (I do). Then leave it to dry for about half an hour.
3. Paint the whole thing with watered down PVA glue, then add tons of grass flock. Now go for a cuppa!
4. Shake off the excess flock on to newspaper to save as much as possible for use next time. Now, add whatever stuff you have got in your bit box (look in White Dwarf issue 219 page 53 for some top tips) and make your own customised battle top.
5. When you have decided where your stuff is going (another good thing are the barricades from issue 213 for 3 free ones) glue it down with tons of PVA but don't worry if it looks a little bit messy cos it will dry clear.
6. HEY PRESTO! (*Do people still say that these days? – Ed.*) A brilliant battlefield that you can hang on the wall when you have finished with it.

### **THE SKINFLINT'S GUIDE TO JUMPPACKS**

Not everyone can afford to buy jumpacks from Mail Order so here are a few tips on how to scratch-build some that look quite good.

1. You need 2 searchlights from any tank box and 1 spare Marine Backpack plus a good sharp modelling knife.
2. First remove the stands and the spikey trim to the searchlights (unless you are making the Jump-packs for Chaos, then leave the spikey trim on as it looks better)
3. Now, chop off the backpack's side vents and smooth down the sides with a file

preparing where you will be attaching the modified searchlights which will be used to represent the jet-vanes.

4. Glue the modified searchlights to the sides of the backpack, bearing in mind that they should be pointing straight down.
5. Ta-Daa! Once painted you can hardly tell the difference (sort of).

Now last but by no means least:

#### THE SKINFLINT'S GUIDE TO A BLOOD BOWL TEAM

1. Purchase the Chaos Warrior and Beastmen regiment boxed sets from your local GW store.

2. Chop off all of the weapons and file away any bits that are left.

3. And here you have a Chaos Blood Bowl team. (Although I would rather buy the existing Chaos Blood Bowl team because it kicks butt!)

Well, that's more than enough from me for now, so until next time be a SKINFLINT!

*Grandmaster Loft*

#### RUMBLINGS FROM BIG PETE

You all remember Pete Haines from issue 25, the chap that brought you 'The Drums of the Imperium'. Well, now he's back banging his drum about Epic 40K this time.

Here are a few house rules I developed in Epic called 'War Engine Special Orders'.

Immobilised War Engines may not use any of these orders. If immobilised while these orders are in effect they are cancelled and the War Engine is treated as being immobilised under normal orders.

Overwatch: The War Engine pauses to unleash either a quicker salvo of fire or a more accurate one.

1. Move reduced to 5cm.

2. May fire either :

- in the Vehicle and Infantry Shooting Phase.
- or in the War Engine Shooting Phase with re-rolls.

3. May not actually move in the Assault Phase but may use free turn and reduced move of 5cm to perform turns ready for next move.

March: Power is shifted from weapons to engines in order to get into the battle.

1. Normal move is tripled. May not move in the Assault Phase.

2. *Fire Power* is halved (Super Heavy Weapons must lock on to their targets) in the Shooting and Fire Fight Phases.

3. Assault Value halved.

4. May only use the free turn. May not expend 5cm for additional turns.

Assault: War Engine seeks to close quickly not pausing to accurately shoot, using minor changes in speed and direction to avoid incoming fire until it is right on top of the enemy.

1. *Fire Power* is halved (again Super Heavy Weapons take time to lock on and use complicated targeting systems) in the Shooting Phase only.

2. Treat as if a vehicle or infantry for the purpose of resolving enemy hits rather than a War Engine.

Flak: War Engine uses its superior sensors to detect enemy flyers early in their attack runs and plot fire solutions to counter them.

1. May not shoot in the Shooting Phase at all (all guns are pointed skyward).
2. May Snap-Fire at any enemy flyer within 30cm and in arc (and range) of at least one operable weapon system.

Keep those War Engines rumbling!

**Big Pete**

## PAINTING FACES

I have noticed that there have been quite a few times in White Dwarf where different ways have been shown to paint Orkoid skin but virtually none about the other humanoid races (Humans, Dwarves, Elves, Eldar and of course the evil Chaos Space Marines and Chaos Warriors). Painting a humanoid model's skin is usually assumed just to be a case of painting the skin *Bronzed Flesh* and shading it with *Flesh Wash*. In most cases this is fine, but with special units and characters, well, they deserve something to make them stand out from the crowd. Often you will put on extra highlights but I have been experimenting with different ways of making that battle winning unit or squad really look the part.

**Old Warriors:** This is especially useful for Dwarves, Undead and wizards, but could be used on any model. The only races I would not recommend this for is Elves and Eldar.

1. The basic idea is that the older warriors' skin would be quite a bit greyer because of their immense age. To represent this, mix some paint so that it is roughly 3 parts *Bronzed Flesh*, 1 part *Shadow Grey* and 1 part water.
2. Apply this to all areas of skin. Paint on a second coat if necessary.
3. Instead of washing the skin with *Flesh Wash*, shade the eye sockets with *Black Wash* mixed with a bit of water.
4. Highlight the skin either with *Bleached Bone*. You could keep on highlighting by adding some *Skull White* to the *Bleached Bone*.
5. Finally, using a very fine brush, paint fine lines on the skin under the eyes, between the fingers, and any other places the model might have wrinkles.

**Undead and Nurgle followers:** There are so many ways to paint sickly and rotting flesh that I can only write a few here.

### Example 1

1. Paint the skin *Chaos Black*.
2. Drybrush it with *Bubonic Brown*.
- 3 Highlight with *Rotting Flesh* or *Bleached Bone*.
4. To make the skin really sickly, paint watered-down *Yellow Wash* over it.

### Example 2

1. Paint the skin *Chaos Black*.
2. Drybrush the skin *Dark Angels Green*.

Drybrush skin *Snot Green*, *Goblin Green*, *Bubonic Brown* and *Rotting Flesh* in that order with less paint on each time.

**Tanned Skin:** This can be used on Tilean Crossbowmen, Dwarves (especially Slayers), Beastmen, Catachan Jungle Fighters and lots of other troops. I find this colour looks best on troops with black hair.

1. Paint the skin *Vomit Brown*.
2. Wash over all of the skin with *Brown Wash*.
3. Highlight in *Vomit Brown* and then *Bronzed Flesh*.

**Albino Skin:** I used this colour on my Delaque gang and Telepath Wyrd. It could also be

used on Chaos models and almost all wizards and psykers to make them stand out from the rest of the troops. I found two different methods of doing this, each with slightly different effects. Paint the eyes pink or red and the hair white or very pale grey.

**Method 1**

1. Paint the skin *Elf Grey*.
2. Highlight the skin *Skull White*.

**Method 2**

1. Paint the skin *Bleached Bone*.
2. Shade with a mixture of about 2 parts *Black Wash*, 1 part *Brown Wash* and 1 part water.
3. Highlight this with *Bleached Bone* and then *Skull White*.  
**Forest Dweller Skin:** This can be used on Wood Elves, Jade Wizards, Druids and anything else that lives deep in the woods or forests.
1. Paint skin *Bronzed Flesh*.
2. Wash first with *Flesh wash* and then with *Ork Flesh Wash*.
3. Highlight with *Bleached Bone*.

*Andrew Judson*

**WOT NO ARMY LISTS?**

I've read your mag since issue 5, sticking with it through thick and thin, staff changes, size changes and even contents changes! Now, not everyone will agree with me on this, but I feel that the Journal is not as good as it used to be (*right, don't think you're gonna get an article in this magazine now Robert! – Ed*). While it's nice (and sometimes worrying...) to see other people's armies and campaigns, I would much prefer some new ideas. Why you feel the need to refuse reader's ideas for new armies is beyond me. I can understand that you don't want to get bogged down with loads of unofficial rules and stuff, but it's just people's ideas based on the area of the hobby that they like. Surely people's own lists cannot harm the background genre of GW games, especially when everything is supposed to be unofficial.

After that winge I'd like to discuss some of the recent letters, specifically Alex Richard's (*Issue 24*). Now you can call me, 'Mr Thickie', but I thought that Warhammer was supposed to be about massed regiments clashing with each other, not victory determined by combinations of magic items. If you want to do that, play Magic The Gathering (*Now Robert, there's no need to get nasty! – Ed*). Naturally, I concentrate on troop composition when choosing my forces only using magic and magic items in a supporting role.

Finally, who is it that writes the Journal these days? I don't mean all the fans who write in, but those who put it together, surely some credit (*don't you mean blame? – Ed*) should be given to them at the start of the magazine?

*Robert Clark*

*Now, we've often been asked why we no longer include army lists in the Journal and this is for several reasons. To start with, the use of the term 'list' is misleading because Games Workshop is primarily a producer of toy soldiers that publishes army book supplements to support our range of miniatures. We never devise armies without having an accompanying range of miniatures and with that in mind we don't expect our readers and contributors to do the same when inventing their own armies. We still find that far too many people are still only interested in just sitting down and writing out reams of rules without actually making the models or conversions and properly playtesting*

*their rules, which can lead to them being horribly unbalanced. Probably most importantly, it is very difficult to write a full, detailed army list. It takes the likes of Nigel Stillman, Andy Chambers and co, months of researching and playtesting to formulate a balanced list, not to mention a great deal of brain squeezing to constantly come out with new, fresh, original rules. You see, we're not saying that we refuse to publish new army lists per se, and the problem isn't that we don't receive any well written, balanced lists at all, the main problem is that we don't receive enough original army lists. It would be a valuable waste of Journal space to feature an army list which is unoriginal and brings nothing new to the games. And finally, what with the speed that the Studio boyz work at (must be slave labour) almost every conceivable army will be covered at some point (don't anyone even dare think of Fishmen!!).*

## GONE FISHING!

I have recently purchased my first copy of the Citadel Journal. It won't be my last! Excellent mag, like everything else GW seems to do these days. Keep it up.

As a forty-something ex-wargamer who has just got back into the hobby after ten years I am amazed at how far 'fantasy' wargaming has progressed. That aside I must, however, agree with Nye Brewer (*you're certainly popular Nye! – Ed*) on the topic of staff enthusiasm. It's alright to talk to fellow gamers, but really, to hear the same old spiel every time you walk into a GW store is a bit much. I mean, imagine if it happened at Sainsbury's: 'Hi! Have you ever bought food before?' and 'What sort of food do you eat?'. Sometimes, some of us would like to just wander and browse and yes, be a little inspired too (*Interesting analogy with Sainsbury's – Ed*).

That was my only gripe! If you must know (*we must, WE MUST! – Ed*), I am building an Orc and Goblin army with the emphasis on Gobbo's. This will be a totally non-beardy army, 'Historically correct' (*Eh! Waffen SS Orc Bigguns? – Ed*) or in other words true to the Warhammer world ethos; huge and immense fun to fight with (and against). Additionally, I would like to pass on a very unlikely source of rather good fantasy terrain. Ready-assembled, ready-painted and correctly to scale. Your local aquarium supply shop! So far I've found a ruined temple entrance. These things are supposed to be dropped into a fish tank, what a waste! They look absolutely superb (much better than I can make, that's for sure), perfect for any fantasy Warhammer battle.

Well, that's enough rambling for one letter. Keep up the excellent work.

*Clive Dudley*

## ABSOLUTE TORTURE

After many ferocious and bloody battles, us Escher, Van Saar and Orlock decided that our captives deserved more than just being bought back or rescued. Life is hard in the Hive, pickings are scarce and sometimes incomes aren't enough to get by on. So, we put our heads together and came up with a torture table for those captured gangers that you want to have a little fun with. Believe me, many a brave and noble ganger has been broken in more than spirit this way. We have included a copy of our rules which we thought that Journal readers may find interesting. We hope that you find torturing each other a pleasure, just don't let the Guiders find out (*alright, who told 'em, eh? – Ed*).

To use the Torture Table a rescue attempt must have been first tried and failed. Torture can be used on any captive. You must nominate which member of your gang is going to apply the fun (may not be a Juve) then roll a D6 and consult the table below:

1. Dead: Due to the extreme pain caused, the over-zealous torturer has killed the captive. Roll a further D6:

1-5 You dispose of the corpse in a quiet place few dare to go. You may keep all of the victim's equipment.

6 Snitch: Someone has sold you out to the Guilders and unless you can pay an

# *Is there anyone out there?*

amount equal to the victim's value (cost plus experience) divided by ten (rounding up), you will be outlawed.

2. Escapes: The prisoner has attempted an escape. Roll a further D6.

1-2 Prisoner is killed trying to escape back to their gang.

3-4 The prisoner escapes, seriously injuring the Torturer in the process. Roll on the Serious Injuries chart for the ganger nominated as torturer (ignore escapes against all odds). Then roll a further D6: 1-3 the escapee may keep all of their equipment. 4-6 the escapee loses all of their equipment.

5 As above, but the prisoner takes the injury.

6 The prisoner escapes in grand style before the captors realise. The prisoner is back on home turf and has a few beers to celebrate. He gains 2D6 experience.

3. Information: Whilst undergoing torture, the prisoner has let slip some information. Roll a D6.

1. False Information. The captive's gang has planned for such a situation. The next rumble that these two gangs have will be an ambush. The captive's gang will be the ambushers and may set up D3+1 gang members on *Overwatch* if desired.

2-3 Good Information. By using some rather gruesome methods, the torturers have discovered where the prisoner's gang keeps some of its *Stash*. The next time that the torturer's gang plays the prisoner's gang it will be fought as a raid.

4-5 As 2-3 but the creds are worth 1/2 the total *Stash*.

6 As above but the creds are worth all of the *Stash*.

4. Code of Silence: No matter how much torture and pain is inflicted, the poor sod keeps their gob firmly shut, not even a whimper escapes their mouth as they sit back and just take the pain. The prisoner gains +1 Ld, then roll a D6, on a 6 they suffer a Serious Injury (*not surprising really! – Ed*), roll on the table but ignore captured and dead results.

5. Psychological Damage: Due to the trauma suffered from intense torture, the prisoner has suffered lasting psychological damage. Roll a D6.

1 The prisoner receives *Bitter Enmity* as a Serious Injury.

2 Subject to the rules for *Frenzy* whenever he fights the Torturer's gang.

3-4 Subject to *Fear* of the Torturer.

5 Subject to *Fear* of the Torturer's whole gang.

6 He suffers from Helsiti Syndrome. Uncannily, the prisoner has formed such a bond with his captors and become so reliant upon them that should the captors wish to recruit him into their gang (regardless of the prisoner's original House) they may do so. Otherwise, the prisoner must pass a Ld test with a +2 modifier to the dice roll in order to fight the captors in the future.

6. Injury: Unfortunately the prisoner knows nothing and has undergone horrible torture and been injured in the process. Roll a D6 and see what the prisoner gets.

1 *Horrible Scars*.

2 Hand Injury (randomise) lose D4 fingers.

3 Arm Injury (randomise).

4 Hideous disfigurement, causes *Fear*.

5 Eye lost (randomise).

6 Dead as in the first result.

*Veronica Langton (Escher), Rae Brown (Van Saar)  
and Paul Harrison (Orlock)*

# GAMING CONTACTS

This section aims to help put players or clubs of Games Workshop games in touch with others of a similar inclination. If you are a member of such a gaming group and would like to advertise your group, find new friends with which to play our games or even advertise tournaments you will need to let us know the following details by: The name and venue of the club, usual meeting times, a contact name and address (and telephone number if you wish), and which games you play.

## CONVENTIONS

Why not advertise your convention in the Journal? Simply send us all the relevant information and we will try to get it into the next issue (Please get the information to us as soon as possible or we may not be able to print it in the relevant issue!)

## TOURNAMENTS/CAMPAIGNS

If you are organising a tournament or campaign and would like to attract other gamers why not send us the details? We would be only too happy to advertise it for you. Simply send us all the relevant information and we will try to get it into the next issue. (bear in mind that we complete the Journal well in advance of the release date, so the sooner you give us the information the better the chance of having it published!)

Whilst we are always more than happy to advertise your clubs, tournaments, conventions or help you find other gamers in your area, we have found that we only have a limited amount of space in which to print them. This, coupled with the fact that there are occasions when clubs disband (Boo!) or split up and form a greater number of other clubs (Hurrah!), means that we have no option but to rotate the clubs we cover in the Journal.

What this means is that those of you that wish to advertise in this small, but perfectly formed, publication will need to fill in the form below and send it in to us at the usual address. We will then include your details in the NEXT TWO issues of the Journal. If you require us to advertise again after this time you will need to submit your details again. This keeps the list up to date and means that you will have to read the list each issue to find out just what is current...

## GAMING CONTACTS APPLICATION FORM

*Please add my details to the next 2 issues  
of the Citadel Journal*

Name of club: \_\_\_\_\_

Games played at the club: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Club Venue: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Date & Time of meetings: \_\_\_\_\_

Contact Name: \_\_\_\_\_

Contact Tel: \_\_\_\_\_

Notes (admission fees, age range, etc.): \_\_\_\_\_  
\_\_\_\_\_

## *Gaming Contacts*

AUSTRALIA		CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Queensland	<i>Dragonplayers</i> (Campsie, Queensland)	Shane Mason (07) 5482 2670	CWA Hall, Young Street.	CWA Hall, Young Street.	*ALL & RPG*, \$1 AUD per Session.
Victoria	<i>Dragonplayers</i> (Bellarive, Victoria)	Rod Wharton (03) 5024 3340 (03) 8709 0900 (mobile)	2nd Midura Scout Hall, 12th Street, Midura	*ALL & RPG*, 9am to 9pm 1st Sun \$1 AUD per Session.	
Tasmania	Tasmanian University Union Wargaming Society (TUWWS)	Iarrod Coad (622-25813) E-mail: ja-coad@postoffice.utas.edu.au	Derwent Regional Library, Glenorchy, Tasmania.	*ALL*, 4.30pm until late on Friday.	
BEDFORDSHIRE		CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Abingdon	<i>Abingdon Wargames Club</i>	Paul Smith 01235 529264	The Nave Room, Abingdon Con Club, Conduit Road.	Fridays, 10+, subs: Junior (under 16), \$1, Adult (16+) £1.50.	*ALL & Historical*, 6.30pm to 10pm
Tring	<i>New Mill Youth Club</i>		Youth Club, Tring.	*W, 40K & ET*, 7.15pm to 10.15pm Fridays	
CANADA		CLUB NAME	CONTACT	VENUE	GAMES/TIMES
British Columbia	<i>South Peace Society of Quintessential United Independent Gamers (SPQUSG)</i>	1-250-784-3819 1-403-213-8042	1233 - 102 Avenue, Suite #100, Dawson Creek.	*ALL*, 10am onwards EVERY DAY!, \$20 per month, \$3 'drop-in' fee.	*ALL & Historical*, 10am onwards
Alberta	<i>The Edmonton Gamer's Guild</i>		12914 49 <sup>th</sup> Street, Edmonton		
ISLE OF MAN		CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Isle of Man	<i>Manx G.W Club</i>	Juan (01624 815841)	Varies		*ALL*, no age limit, no fee.
MIDLANDS		CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Anstey	<i>Martin High School Club</i>	Martin High School, Anstey.	Chris Farnell (235-1090).	Community College, Mitchell Avenue, Canley.	*ALL* 3.15pm to 4.30pm Tuesdays.
Bicester	<i>Bicester Roleplay &amp; War Gaming League Club</i>	Don Catruthers (01869-323-223)	County Cricket, Launton Road.	Bar 18+ after club 1st session free, 16+.	
Birmingham	<i>Northfield Roleplay Society</i>	John Garvey (0121-453-2666) Petz (0121-434-8433)	Tenants Hall, Wareham Road, Frankley.	*ALL* 6-10pm Thurs, first free, £1 sub.	
Birmingham	<i>North Birmingham Trollslayers</i>	Steve (0121-605 2287) or Mark (0121-624 2348)	Northfield Festival Centre	*ALL & Various RPG's, 7pm to 10pm Tues.	
Birmingham	<i>Circle Battle Group</i>		Karaz A Coldfield, Boldmere J & I School,	*ALL* 8pm Weds, 14+, Start fee \$5.50.	
Broughton Astley	<i>Broughton Astley Warhammer &amp; Necromunda League Outer Limits Games Club</i>		Colfield Road, Sutton Coldfield	\$2 week, 2-50 pbs painted army required. All armies available for use.	
Coventry	<i>Mind Games</i>		Alan Gaskins (0121-411-2768) Kingstanding Cenre	W & 40K*, 7pm to 11pm Wednesdays	
Derby	<i>Challington Gamers</i>		Gary (0589-092044 or 01455-282587)	*ALL* Ring for further details.	
Derby	<i>Hinckley Adventure Games Society</i>	Tom Brankin (01315 840823)	St Johns Hall, Hinckley	*ALL* 3.30pm - 5pm Mondays	
Kenilworth	<i>Games Night</i>	Richard Wyatt (01926-220918)	Lower 10, Kenilworth School, Leyes Lane.	*ALL & RPG's* Sunday, 2pm-4pm, first	
Nottingham	<i>Northernfam Gamers</i>	Sites Addison (01164-404501)	Kingshop Community Centre, Kingshope.	*ALL & RPG's* Sunday, 2pm-4pm, first	
Lincoln	<i>Games Workshop Club Lincoln</i>	Gary James (01522 548027)	United Reform Church, St Martins Lane.	*ALL* 6pm to 10pm Thurs, £2 (first free).	
Nottingham	<i>Games Workshop Club Nottingham [cent]</i>	0115 9168410	GW HQ, Lenten, Willow Road, Lenton	*ALL* 6pm to 10pm Weds, £2 (first free).	
			34a Friar lane.	*ALL* 6pm to 10pm Fridays	

NETHERLANDS	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Breda	Fantasy Games Breda	Bruce Oomen (31 0) 76 5873137)	Buitenveld Sportveld Academy, Singel 10 4811 AA	*All & RPG*, WFL 25 to join then WFL 10 per month
Merissem	I.S.A (The Soldiers of Antwerp)	Bogerts Wille (0-32-4647818; e-mail willie.g@zig.be;	"Zai Ear" st. Bartholomeusstraat 9a 2170	*All & Historical*, every Friday evening
Netherlands Antilles	The Cur-Wargrs	George Jonkhout (005999) 8681 317; Fax: (005999) 4656 556; Email: mayads@curinfo.an	Kansasweg 7a, Curaçao	*W & Others*
N. IRELAND	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Antrim	Role - Players Anonymous	Gerard 01849 4639102 or Shane 01849 469522	The Barn, Clowthorpe Arts Centre.	*All* 6.30 - 9.30 pm Mon, £1 (inc refreshments).
THE NORTH	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Ashington	Ashington High School Games Club	01670-812166)	Room 11, Ashington High School, Green Lane.	*All*, 5.30pm to 9pm Mondays.
Bierton	Knights' Berserkers	Bryn Monies (01204-854945)	3 Broadhead Rd, Bierton.	*All*, Free Lents
Cheshire	Altrincham Gamers	Mike (0161-929-0382) or Rick (0161-282-5975)	Sale Hotel, Marsland Road, Sale.	*All*, 5pm till 11pm evenings
Cheshire	Phoenix Modelling & Wargaming Club	Ron Foster	58, Frank Street, Widnes	First visit free, subsequent £1.
Chester	Boughton Gaming Group	Mark Taylor (01244-341035)	5 Stocks Avenue, Boughton.	*All & Historical*
Hartlepool	Harratt and District	Ian McCleary (0191-345-9238)	Bonemill Lane, Washington (District 13)	*All*, Sunday afternoon
Jarrow	Games Workshop Players Club	Arthur Dixon (01429 429474)	Lacewing Community Centre	*All*, Saturdays 10pm - 3pm
Lancashire	U.S.S Galaxy	Mary (212-22-49)	Earby New Road Community Centre.	*All*, 5pm to 7pm alternate Sundays
Lancashire	Junior Adventurers' Guild	Justin Taylor (01282-844429)	Earby New Road Community Centre.	*All*, 6.30pm to 9pm alternate Mondays,
Redcar	Rabble Warriors Wargames Club	Ech Aspland (0177-2-262556)	Petraearth Halline recreation centre, Liverpool Road, Preston	*All*, 1pm to 5pm Sundays,
South Shields	Redcar Fantasy Games Club	Ian Widdowson (01642-490219)	Liverpool Road, Preston	*All*, 7pm to 10pm Weds, 50p.
St. Blyth	Sons Shields Games Club	Keith Gray (01207-545502)	Bamburgh Community Centre	*All*, open to 10pm Sundays
Stockport	Northumbrian Adventurer's Guild	A. Gibbs-Barton (01670-366881)	Newsham Library, Elliot St, Winshields.	*All* 2pm to 7pm Sun, 1st free, then £1
Tyne and Wear	Goblin Horde	Packet (0161-1561444)	The Crown Inn, Wellington Road South	*W & RPG*, 7pm w. 11pm Weds, 15+.
Wrexham	Warhammer V.A.	Paul Stevenson (0191 5201828)	88 Eversley Road, Sunderland	*All*, Thursday eve and Sunday pm.
Leeming	Wartial Games Club	Mr Roger Webb (0151-573440)	Bebington Civic Centre, Bebington	Healthy variation, 6pm to 9.30pm Fridays, £1.
Manchester	Leeming Wargames Association	Graham Perkins (01677-242485)	4F Leeming Centre, Northallerton.	*All*, 7pm, Tuesdays, Weds & Thurs, £1.
	Giantes Workshop Club Manchester	(01623-4671	49-70 Marsden Court, Andale Centre	

## Gaming Contacts

SCOTLAND	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Aberdeen	<i>Aberdeen Role-Playing Club</i>	Paul Hunter (01224-680191) Bill McCabe (01382-819523)	A.W.C., Crown Lane. St Peter & Paul's Church Hall, Milton Street	*All*, 7pm to 11pm Weds, Thurs & Fri *W, *S.K. Ne & E* 2pm to 5pm Saturdays, 1st time free then £2 each session.
Dundee	<i>Dundee Wargames Club</i>	Nick (01592 260007)	Balwearie School, Kirkcaldy	*All*, 1pm to 8pm Sundays.
Fife	<i>Hcbo</i>	0141 22653762	66 Queen Street	*All*, 7pm to 9.30 pm Wednesdays.
Glasgow	<i>Games Workshop Club Glasgow</i>	John Findlay (01463-235458)	The Spectrum Centre (at Bus Station).	*All*, 7pm to 9.30pm Tuesdays & 11am to
Inverness	<i>Da Club</i>	John (01155-260901)	Claermont High School, Horse Block 2, Sc. 1eeards	*All*, 7pm to 9.30pm Tuesdays & 3 annual membership fee, and £1 per session
East Kilbride	<i>East Kilbride Wargames Club</i>	Dale Smith (01575-574128)	Glenage Hall	*All*, 7pm alternate Sundays.
Kirkcaldy	<i>Kirkcaldy &amp; District Wargames Society</i>	Dale Smith (01575-574128)	Glenage Hall	*All*, 7pm alternate Sundays.
SINGAPORE	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Singapore	<i>Fortress</i>	Dale, Byron or Don (65) 7328366	Variety	*All*
SOUTH EAST	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Aldershot	<i>Alder Valley Games Society</i>	John Crane (0252-530837)	Union Building, Hospital Hill.	*All*, 7.30pm to 11.30pm Weds & Fri, 2pm to 10pm Sundays
Berks	<i>The Emperor's Wargames Club</i>	Andy (0118) 785745	11 Waterside Drive, Pangbourne-on-Thames, Reading	*All & Historicals* Friday, 7pm onwards
Brentwood	<i>Brentwood Hermit Roleplay</i>	Andy (0118) 9814371	Behind the Well Cafe, Shenfield road.	*All & RPGs* 7pm to 10pm Tuesdays
Croydon	<i>Cro'ndalians</i>	Simon (01277-218897)	Taver Brighton (0181-664-5344) Ruskin House, Conduit Road	*All* 2pm to 11pm Thurs, 10+, £1 annual and £1.50 per session subscription fee
Chichester	<i>Da Rubb</i>	Andy (01243-820432)	Fernleigh Centre, North Street	*All & RPGs* 6pm to 10 pm Tuesdays & Fridays, all ages, £1 per night.
Dover	<i>Golden Dragons Club</i>	David Knowles (01304-212782)	Cuzeon Hall, Curnow Road	*All* 1pm onwards Sundays
Essex	<i>Arcane Order</i>		Arcane Order, 24 Downing road, Dagenham.	*All* Free newsletter.
Essex	<i>Essex Wargames Club</i>	Derek (01245-260242) or Peter (01245-441434)	Wintle Hall	*W, *S.K. & Others*, 9am to 5pm alt. late Saturdays, 1.1met. Seniors - £10/year + £1 meet
Herts	<i>Letchworth Role Playing club</i>	Steve Hubbard (01462 480018)	Comics Unlimited, 11 The Arcade, Letchworth	*All* 5pm to 9pm Tuesdays.
Kent	<i>Cauldron</i>	Simon or Baldwin (01634-265083)	The Oak House, Rairnham	*All* 10-30pm Wednesdays. All games £1 members, £1 non-members, £1 library access, Necromunda badge available, discounts in local shops
King's Cross	<i>Chameleons</i>	First night free Membership £5 year. Subs - £1.50 non-members, £1 members	Simon (0171-278-0118)	*All*, 1pm + weekends, £5 annually.
Kingston-on-Thames	<i>Games Workshop Club</i>	(0181) 549552*	Above Pine Shop, 1 Goods Way	
London	<i>South London Wargards</i>	Mark (0181-680-4600)	33 Eg's Road	
North	<i>North Bracknell &amp; District Wargamers</i>	Andrew Mass (01344-59978)	St. Barnabas Church Hall, Dulwich.	*All*, 7pm to 10.30pm Mondays, 16+.
			Coopers Hill Youth & Community Centre,	*All*, 10am to 5pm on various Sundays
			Crowthorne Road	
RAF Benson	<i>Benson Wargames Club</i>	Paul Butcher (01421-833172)		*All*, 7pm to 11pm Thursdays, 8-1pm to
Reigate	<i>Reigate Wargamers</i>	Mike Hutchinson (01737-221535)		*W, S.K., 10-11pm Sundays
Richmond	<i>Richmond Wargamers Club</i>	Kevin Stace (01746-825622)	Y.M.C.A. Market Place (at one O'clock)	*W, S.K. & Others*, 60p, Food and Drink av.
Shepherds Bush Legion			62 Lakeside Road.	*All*, 7pm Wednesdays, 16+. £1 annual membership and £1.50 per session subscription fee.

THURS	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
West Sussex	<i>The Venture Games Club</i>	Lee Riley (01243 605824)	Unit 115, Level 3 Food Court Thurcroft Lakeside Selsey Scout Hut, Selsey, Nr Chichester.	*All & Others*, Sundays 1pm-5.30pm *All & Others*, Sundays 1pm-5.30pm
Watford	<i>Games Workshop Club Watford</i>	01923 245188	Unit Q1A, Unit 4, Queen Centre Queens Road	14+, £1.25 term fee, 70p session.
Winchester	<i>Bugman's Away Team</i>	Adrian. (01962-856564)	Upstairs Room, Musshwells (pub), Jewry St.	*All*, 6pm til closing time Tuesdays
SOUTH WEST	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Bridgend	<i>Bridgeman YMCA Games Club</i>	Matt Churchill (01656 870648)	Bridgeman YMCA, Angel St.	*All*, 50p per session, 45 annual mem.
Bristol	<i>Lincombe Barn Wargames Club</i>	Alex Scaife (0117-9734745); John (01249 444230)	Downden Firs House, Downden The Bridge Centre.	*W-40K RPGs & Historical* age 15+ *All & RPGs* 7pm to 10pm Thurs, 1st session free then £1
Chippingham	<i>Chippingham Games Club</i>	Pete Bradley (01395-383345)	Osmington Village Hall	*All*, 7pm every 3rd Sunday, 4-7.30pm
Dorset	<i>Dorset Werewolves Battiescar</i>	Paul or Elaine (01202 385632)	Parlstone Boys and Girls Club, Recreation Rd.	*All & RPGs*, 2pm to 9pm Saturday
Exeter	<i>Exeter University Games Society Clubbers</i>	Rik Stewart (01392-455178)	Parlstone, Poole	*2.50, 5+, second-hand miniatures shop, food and drink.
Exmouth	<i>Ottery Gamers' Club</i>	Alex Rogers (01395-265771)	Cornwall House Refectory, Exeter City Campus	*All & RPGs*, 2pm to 11pm Sun.
Devon	<i>Games Workshop Club Portsmouth</i>	John Petrie (01304-8134544)	Exmouth Community College Room 402 (M)	*All*, 3-40pm to 6.30pm Wednesdays.
Portsmouth	<i>Wingon Fantasy Gaming Group</i>	01705 876266	St. Mary Youth Centre, Sabden Centre	*All*
Tiverton	<i>The Emperor's Children</i>	Dave Kerr (01884-242619)	34 Arundel Street	*All*, open to 9pm Thursdays
Worcester		Ray Barrett (01529-214556)	Tiverton Youth Centre, Park Hill	*All*, all day Sundays
		Steve Ray (01529 820984)	Worcester YMCA (Gig room), Henley Road	*All*, 7 to 11pm Weds, subs £1.
USA	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Colorado	<i>Rocky Mountain Knights</i>	Trey Moody (303 460-0295)	Large converted basement, Denver.	*All & RPGs*, Most Fridays some saturdays, 6+, fanatics welcome, no rules lawyers, beer and fun guaranteed.
Florida	<i>The South Florida Gamers Association</i>	Phil Torosuk (561 388 1668)	Church of the Guardian Angels, Lantana	*All*. Models to lit on 3rd Saturday, £3. Non members food and drink is available
New Jersey	<i>The Portcallis Gulf Coast Games Club</i>	Dan Zavara (973 593-9243)	Morris County	*Non 40K*, any age and any army or gang
Webster		Chris Taylor (281-342-2574)	151-50 Hwy 3 Webster, Fl 777595	*All*
WALES	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Anglesey	<i>The Brood (of Angels) Ranger Wargaming and Role Playing Society</i>	Matthew Williams 01248 713478	Matthew Williams 01248 713478 A7, David Hughes School, Menai Bridge.	*All*.
Ranger	<i>Barry Wargamers</i>	Ian Russell-Jones or Chris Newell	Ian Russell-Jones or Chris Newell Students Union, Bangor University	*All 1 Sunday
Barry		E-mail: bar429@btconnect.com	Barry Hall (01446 421000)	*All*, 6.30 - 9.30pm Tues and 10.30 - 4.00 Sat, 50p inc.
Penycloddiau	<i>Penfroch Scout Hut Pontllanfraith Games Club</i>	Carol Sust (01222-821821)	Scout Hut, Mountain Road	*40K, W, E*, 4pm to 8pm Saturday, 50p *40K & All*, 5pm to 8pm Fridays.
Swansea	<i>Dynasty Games Club</i>	Jonathan Lane (01495-225363)	Pontllanfraith Leisure Centre	*All*, 5pm to 8pm Saturday £1.50
YORKSHIRE	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Bradford	<i>Bradford Gaming Club</i>	Paul Sutcliffe	Gingerbread Drop-in Centre, First Floor, Darley St, Bradford Town Centre	*All & RPGs*, 11am to 6.30pm Sun.
Leeds	<i>The New Waargh!</i>	Michael (01977-615527)	St Wilfrid's High School	*All*, 6pm Wed, £2

## Gaming Contacts

<b>Halifax</b>	<b>Halifax Warhammer club</b>	Chris (01484-71178) Gareth (01422-250230)	Belgrave Social Club, Claremount.	*ALL*, 7.00 pm till late Tues, 16+-. £10 annual membership.
<b>Harrowgate</b>	<b>Ye Olde Games Club</b>	Ben Harvey (01-23-884069), Pauline (01-245-871316), Fibs olbarsas61@iol.com	Rossett High Youth Centre.	*ALL*, 5pm to 9pm Fridays, £1 20 week.
<b>Harrowgate</b>	<b>H.A.R.D. (Harrogate &amp; Ripon district) Wargamers club</b>	M.Thomson (01423-541135) Ian Roberts (01423-541080)	Deane Park Community Centre. Upstairs of the R.A.F.A. Club, East Parade	*ALL*, 6.30pm Thursdays, 16+. £1 annual membership fee and £1.50 per session subscription fee. *ALL*, 6.30pm to 10.30pm Thurs, First night free, £1 thereafter.
<b>Harrowgate</b>	<b>Harrogate Wargamers club</b>	Peter Smith (01423-863813) Kerry Jow (0113-2940528)	varies Cross Gates Bowling House.	*ALL*, times vary. *ALL*, every Thurs and 4th Sunday.
<b>Knaresborough</b>	<b>The Knaresborough Knights</b>	Steve Green, White Rose model shop, Westgate	Hugh Ripley Hall, Ripon, North Yorkshire.	*ALL*. Every other Tuesday 8pm to 8pm plus regular all day weekend games, 10+. £1 membership fee and £1 per session subscription fee.
<b>Leeds</b>	<b>East Leeds Military Society</b>	Mark Kanyun (01179-516433) (01335 637074)	Park Hill Library Keighley/Skipton area.	*40K, Ne*, 11am-4v, 5-10pm Sun *40K, E, Ne, GM & SH*, weekends, £1 sub
<b>Ripon</b>	<b>Wargamers of Ripon (WOR)</b>			
<b>Sheriff Id</b>	<b>Holderness War Games Club</b>			
<b>Skipton</b>	<b>The Outpost Owen Rees</b>			
<b>CONTACT</b>				
<b>LOOKING FOR CONTACTS</b>				
<p>The following section is for individuals who are looking to join clubs in their area or are trying to set up clubs of their own and want more members. If you want to find a group to play with please send us the details including the area you are prepared to travel to (ie: 'Birmingham area', or 'South East', etc.)</p>				
<b>Birmingham</b>		Mark (0121-521575)	Handsworth Birmingham	*W, 40K & E*, weekends only
<b>Brighton</b>		Colin Skinner (01273-813859)		*W, 40K & E*, weekends only
<b>Derbyshire</b>	<b>Deeping</b>	Ian J.Sullivan (01778-346460)	Fraser Close (Derbyshire)	*W, daytimes, weekends.
<b>Derbyshire</b>	<b>Matlock</b>	Steve Venage, or Welwyn Garden City.		*W & 40K*, Sun, times to be arranged.
<b>Derbyshire</b>	<b>Milngavie/Bearsdene</b>	Peteet Renn Everings, (01622-754078)		*W & F*
<b>Derbyshire</b>	<b>Oman</b>	Allan Maxwell (Int), (0141 956 5190) after 7pm		*BB, W, E & 40K*.
<b>Derbyshire</b>	<b>Peterborough</b>	John Watts	Watford Mess, RNO 1C, Wuland P.O. Box No. 99, Postcode: NN11 6Pj, Sullane St, Omagh.	
<b>Derbyshire</b>	<b>Pompeiiact</b>	K. F. Whitlock (01733-756800)	12 Craig Street, Peterborough.	*ALL*, Weekends only, seeking contact with mature gamers to set up wargames.
<b>Derbyshire</b>	<b>Plymouth</b>	Andy Showler		
<b>Derbyshire</b>	<b>Shearborne, Dorset</b>	Patrick Sozer	Willows Park hotel, Baghill Lane, Pontefract, W Yorks, WF8 3JE (pub room available)	
<b>Derbyshire</b>	<b>St. Ives</b>	Steve Pearce, age 32 (01983 210535)	80 Warwick Orchard Close, Honicklowe.	Age 12+.
<b>Derbyshire</b>	<b>Torquay</b>	David (01480-393060)		*40K*, Weekends & evenings
<b>Derbyshire</b>		Steve Gill (01509 651215) after 6pm	To be agreed	*W, 40K, Ne*.
<b>Derbyshire</b>				The York Blood Bowl League (YBBLe*)

**KEY:** **ALL** - all GW games, **W** - Warhammer, **E** - Epic 40K, **Ne** - Necromunda, **BB** - Blood Bowl, **SH** - Space Hulk, **WHO** - Warhammer Quest, **GM** - GorkaMorka, **RPGs** - Roleplaying Games, **Historical** - Other historical wargames. Clubs in italics will be featured in two issues; on their second feature they will be accompanied by an \* which indicates that unless we receive confirmation of their continued existence from the club secretary they will be removed from the list. NOTE: we are only providing this feature as a noticeboard for players and can make no promises that these clubs exist, or continue to exist, at the addresses given. Apart from those specifically mentioned as being GW clubs there is no connection between these clubs and Games Workshop Ltd.

# JOURNAL™

## FEED BACK

WE WANT YOU to enjoy reading the *Citadel Journal* as much as we do compiling it. Your opinions are very, very important to us. So if you have something to tell us, please send in this Feedback form. We read every single one of them as they come in, and we may well feature the best of them in 'is there anybody out there'.

As always, if you don't want to mutilate the holiest of holy Gaming Tomes, *Citadel Journal*, feel free to photocopy this page or write your answers on a different sheet of paper.

I've got *Journals* ..... My favourite is *Journal* .....

This many other people read my copies ..... 0  1  2  3  4  5+

I bought 'em at ..... I'll buy the next one? Yes  Maybe  No

*I want Scenarios about*      More    Same    Less

Warhammer             

Warhammer 40,000             

Necromunda             

Other (insert) ....

*I want House Rules about*      More    Same    Less

Warhammer             

Warhammer 40,000             

Necromunda             

Other (insert) ....

*And I also want*

Archives      More    Same    Less

Bitz N' Tipz             

Doc' Butcha             

Gaming Contacts             

Is there anybody out there?        

More    Same    Less

Mail Order Deals             

Overwatch!             

Tips n' Tactics             

Warped Visions             

Other (insert) ....

I want to contribute. Please send me your Writers guidelines

I have so many other things to tell you about the *Citadel Journal* that I'm going to use this box:

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Willow Road,

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NG7 2WS

UK

# BITZ N' TIPZ

This issue the scalpel falls on:

## Epic Battle Titans

*Daunted by conversions, but want to have that special, unique Character model to lead your army? Well, there is a vast range of arms, heads, legs, weapons and other gubbinz already available in the Citadel range that creating your very own General or unit leader needn't be difficult at all. For this issue we focus on Epic Battle Titans and detail how to put together a straight-forward but eye-catching model that no-one else will have!*

*All this and to top it all Mail Order have made some special conversion deals for you as well, just call the helpful Phone Trolls (Mail Order Hotline page 68), state the pieces you want, give 'em your credit card details and yer Sorted!*

*We've specifically chosen parts that will need only minimal converting. All of our miniature conversions in this article are relatively easy to do and only necessitate the use of basic tools, such as clippers, files and modelling knives. You'll need a body, some limbs plus any other backpacks and interesting gubbinz which catch your eye, it's entirely down to you!*

### Da BITZ:

#### 'EADS:

##### Citadel Miniatures Catalogue 1986-1991

Page No.	Product Code	Description
p119	076027/15	Titan Head 1 £1.25 (will fit most Imperial and Chaos Titans).
	076027/8	Titan Head 2 £1.25 (will fit most Imperial and Chaos Titans).
	076027/3	Titan Head 3 £1.25 (will fit most Imperial and Chaos Titans).
	076027/17	Titan Head 4 £1.25 (will fit most Imperial and Chaos Titans).
	076027/14	Titan Weapon Head 1 £1.25.
	076027/12	Titan Weapon Head 2 £1.25.
	076027/6	Titan Eagle Head £1.25.
	076027/7	Titan Dragon Head £1.25.
	076027/19	Corvus Assault Head £1.25.
	076027/13	Titan Custodian Head £1.25.
	076027/11	Titan Command Head 1 £1.25.
	076027/1	Titan Command Head 2 £1.25.
	076027/2	Titan Close Combat Head 1 £1.25.
	076027/18	Titan Close Combat Head 2 £1.25.
	076027/27	Titan Slaanesh Head £1.25.
	076027/21	Titan Khorne Skull Head £1.25.
	076027/4	Titan Khorne Hound Head £1.25.
	076027/16	Titan Nurgle Head £1.25.
	076027/10	Titan Tzeentch Head £1.25.
	076027/20	Titan horned Helm Head £1.25.
p120	076015/17	Reaver Titan Head 1 £1.00.
	076015/15	Reaver Titan Head 2 £1.00.
p128	076404/14	Eldar Warlock Titan Farseer Head £1.25.
	076404/12	Eldar Phantom Titan Head 1 £1.25 (with crest).
	076404/8	Eldar Phantom Titan Head 2 £1.25.
p132	076208/2	Ork Great Gargant Battle Cannon Head £1.25.
	076208/1	Ork Great Gargant Gork Head £1.25.
	076208/3	Ork Great Gargant Mork Head £1.25.
p133	076211/5	Ork Slasher Gargant Head 1 £1.00.
	076211/9	Ork Slasher Gargant Head 2 £1.00.

##### Citadel Miniatures 1995-96 Annual

p129	076030/6	Hellfire Missile Rack £1.50.
	076030/5	Hellfire Missile Rack (ccentre) £1.50.
	076030/4	Hellfire Radar Dish 50p.
	076031/5	Nova Cannon Radar Dish 50p.
	076031/3	Nova Cannon Front £1.50.
p131	076029/4	Sonic Disruptor Dish 50p.

<b>Page No.</b>	<b>Product Code</b>
	076030/4
	076029/7
	076029/3
	076029/5
p139	00490/7

<b>Description</b>
Radar Dish 50p.
Gun Turret 50p.
Sonic Disruptor Tower £1.50.
Sonic Disruptor £1.00.
Old Warlord Titan Head 75p.

### Citadel Miniatures 1998 Annual

p435	030700114	Warlord Titan Head 50p.
	030700108	Warlord Titan Head armour plating 75p.
p445	030300301	Ork Great Gargant Head £1.00
	030300306	Ork Great Gargant Jaw 30p
p452	030300408	Ork Gargant Head £1.00

### BODIES N' TORSOS:

#### Citadel Miniatures Catalogue 1986-1991

p120	076015/8	Reaver Titan Carapace £3.00.
	076015/13	Reaver Titan Shoulder Guard 1, 75p.
	076015/12	Reaver Titan Shoulder Guard 2, 75p.
p128	076404/4	Eldar Phantom Titan Torso 1 £1.75.
	076404/5	Eldar Phantom Titan Shoulder Pad 1 £1.25.
	076404/6	Eldar Phantom Titan Shoulder Pad 2 £1.25.
p132	076208/2	Ork Great Gargant Body Section 1 £3.50.
	076208/5	Ork Great Gargant Body Section 2 £2.50.
	076208/4	Ork Great Gargant Body Section 3 £2.50.
	076208/8	Ork Great Gargant Stoker's Platform £1.00.
	076208/7	Ork Great Gargant Furnace Doors 75p.
	076208/9	Ork Great Gargant Balcony £1.00.
p133	076211/4	Ork Slasher Gargant Front £2.00.
	076211/3	Ork Slasher Gargant Back £2.00.
p133	076211/2	Ork Slasher Gargant Right Side £2.00.
	076211/1	Ork Slasher Gargant Left Side £2.00.

#### Citadel Miniatures 1995-6 Annual

p139	00490/3	Old Warlord Titan front Carapace £1.00.
	00490/1	Old Warlord Titan middle Carapace £2.00.
	00490/2	Old Warlord Titan rear Carapace £2.00.
	00490/4	Old Warlord Titan Torso £2.00.
	00490/5	Old Warlord Titan Joint Plate 75p.

#### Citadel Miniatures 1998 Annual

p435	030700101	Warlord Titan Top Carapace £2.50.
	030700102	Warlord Titan Back Carapace £1.25.
	030700103	Warlord Titan Front Carapace 75p.
	030700110	Warlord Titan Joint Plate 75p.
p445	030300309	Ork Great Gargant Front £1.25
	030300303	Ork Great Gargant Back £1.00
	030300307	Ork Great Gargant Left Side £2.00
	030300308	Ork Great Gargant Right Side £2.00
	030300302	Ork Great Gargant Shoulder £1.50
	030300304	Ork Great Gargant Back Walkway 50p
p452	030300404	Ork Gargant Front Plate £1.00
	030300401	Ork Gargant Back Plate £1.00
	030300402	Ork Gargant Left Plate £1.00
	030300403	Ork Gargant Right Plate £1.00
	030300405	Ork Gargant Shoulder £1.00

### WEAPONS N' ARMS:

#### Citadel Miniatures Catalogue 1986-1991

p24	070184/8	Dreadnaught Missile Launcher arm £2.50.
	070184/10	Dreadnaught Las-cannon arm £2.50.
p25	070184/28	Robot left Power Glove arm £2.00.
	070184/30	Robot right Power Glove arm £2.00.
	070184/27	Auto Cannon arm £2.00.
	070184/33	Siege Hammer arm £2.00.
p110	070184/18	Chaos Dread Right arm with Heavy Plasma Gun £2.50.
	070184/19	Chaos Dread Left arm with Heavy Power Claw £2.50.
p119	076027/39	Titan Power Saw £1.25 (will fit most Imperial and Chaos Titans).
	076027/25	Warp Missile £1.25 (will fit most Imperial and Chaos Titans)
	076027/26	Titan Power Ram £1.25.
	076027/43	Titan Harpoon Missile £1.25.
	076027/38	Titan Trident £1.25.
	076027/35	Titan Barrage Missile Launcher £1.25.
	076027/44	Titan Battle Claw £1.25.
	076027/30	Titan Wrecker £1.25.

# ORK BUTCHAS' RLINK

<b>Page No.</b>	<b>Product Code</b>	<b>Description</b>
	076027/29	Titan Chaos Energy Whip £1.25.
	076027/31	Titan Corvus Assault Pod £1.25.
	076027/32	Titan Deathstrike Cannon 1 £1.25.
p120	076015/18	Reaver Titan Power-Fist £1.25.
	076015/16	Reaver Titan Chain-Fist £1.25.
p121	076015/5	War Hound Inferno-Cannon £1.25.
	076015/6	War Hound Vulcan Mega-bolter £1.25.
	076015/14	War Hound Multiple Rocket Launcher £1.25.
p121	076015/4	War Hound Turbo-Laser Destructor £1.25.
p124	076080/6	War Hound Plasma Blastgun £1.25.
		Hellbore Drill Bit £1.50 (it's just a huge borehead, so it must be useful for something.)
p128	076404/2	Eldar Phantom Titan Las-cannon Wing £1.75.
	076404/3	Eldar Phantom Titan Multi-launcher Wing £1.75.
	076404/16	Eldar Phantom Titan Heat Lance £1.25.
	076404/15	Eldar Phantom Titan HPsy Cannon £1.25.
	076404/9	Eldar Phantom Titan Pulse Laser £1.25.
	076404/10	Eldar Phantom Titan D-Cannon £1.25.
	076404/13	Eldar Phantom Titan V-Cannon £1.25.
	076404/11	Eldar Phantom Titan Power Fist £1.25.
p132	076208/16	Ork Great Gargant Battle Cannon Turret £1.00.
	076208/14	Ork Great Gargant Scorcher Cannon Turret £1.00.
	076208/13	Ork Great Gargant Observation Turret £1.00.
	076208/18	Ork Great Gargant Ripper Fist £1.00.
	076208/15	Ork Great Gargant Gatling Cannon £1.00.
	076208/11	Ork Great Gargant Weapon Mount 1 £1.00.
	076208/12	Ork Great Gargant Weapon Mount 2 £1.00.
	076208/17	Ork Great Gargant Gut Buster 1 £1.00.
	076208/19	Ork Great Gargant Snapper 1 £1.00.
p133	076211/6	Ork Slasher Gargant Ripper Fist £1.00.
	076211/7	Ork Slasher Gargant Battle Cannons 1 £1.00.
	076211/8	Ork Slasher Gargant Belly Gun 1 £1.50.
	076211/10	Ork Slasher Gargant Death Cannon 1 £1.00.
	076211/11	Ork Slasher Gargant Gut Buster 1 £1.00.
p134	076247/3	Ork Skull Hamma Turret 75p.
	076247/6	Ork Giblet Grinda Turret 75p.
	076250/3	Ork Gut Rippa Turret 75p.
	076250/5	Ork Dual Auto Cannon Turret 75p.
	076247/10	Ork Bowel Burner Turret 75p.
<b>Citadel Miniatures 1995-6 Annual</b>		
p139	00490/9	Old Warlord Titan Vortex Missile £1.25.
	00490/10	Old Warlord Titan Gatling Blaster £1.25.
	00490/8	Old Warlord Titan Quake Cannon £1.25.
	00490/11	Old Warlord Titan Chain Fist £1.25.
p143	00490/11	Squat Cyclops Doomstorm Missiles 50p.
p144	076707/5	Squat Land Train Dragon Battlecar weapon £1.00.
	076707/6	Squat Land Train Bomb Battlecar weapon £1.00.
	076707/7	Squat Land Train Mortar Battlecar weapon £1.00.
p145	076722/7	Squat Colossus Missile Racks 50p.
	076707/5	Squat Overlord Airship Battlecannons 75p.
p146	076544/11	Brass Scorpion Cannon £1.00.
<b>Citadel Miniatures 1998 Annual</b>		
p432	030101103	Deathstrike Missile £**.
	030101104	Deathstrike Missile Launcher Ramp £**.
p435	030700106	Warlord Titan Death Ray £1.50.
	030700105	Warlord Titan Heavy Weapon Battery £1.50.
p445	030700107	Warlord Titan Carapace Heavy Weapon Battery £1.50.
	030300312	Ork Great Gargant Hvy Weapon £1.00
	030300313	Ork Great Gargant Supa Lifta Droppa £1.00
	030300314	Ork Great Gargant Turret 2, 50p
	030300315	Ork Great Gargant Turret 1, 50p
	030300318	Ork Great Gargant Cannon, 50p
p448	030300903	Ork Speedsta Lifta Droppa 75p
p449	030301208	Ork Battle Fortress Turret 1, 75p
	030301209	Ork Battle Fortress Turret 2, 75p
	030301210	Ork Battle Fortress Turret 3, 75p
p445	030300409	Ork Gargant Belly Mega Cannon £1.00
	030300411	Ork Gargant Left Arm Mega Cannon £1.00
	030300412	Ork Gargant Right Arm Close Combat weapon £1.00

## LECZ:

### Citadel Miniatures Catalogue 1986-1991

Page No.	Product Code	Description
p110	070184/16	Chaos Dread Right Leg £2.00.
	070184/15	Chaos Dread left Leg £2.00.
p119	076027/37	Titan Rubble Claws £1.25.
p120	076015/9	Reaver Titan Legs £2.50.
	076015/10	Reaver Titan Foot 75p.
p128	076404/16	Eldar Phantom Titan Legs £1.75.
	076404/7	Eldar Phantom Titan Foot 75p.
p132	076208/10	Olk Great Gargant Foot 75p.

### Citadel Miniatures 1995-6 Annual

p139	00490/6	Old Warlord Titan Legs £1.50.
	00490/13	Old Warlord Titan Foot 75p.

### Citadel Miniatures 1998 Annual

p435	030700109	Warlord Titan Leg Joint 75p.
	030700112	Warlord Titan Right Leg £1.00.
	030700113	Warlord Titan left Leg £1.00.
	030700114	Warlord Titan Left Leg armour plating 50p.
	030700115	Warlord Titan Right Leg armour plating 50p.
	030700116	Warlord Titan Foot £1.00.
p445	030300310	Olk Great Gargant Right Foot 75p
	030300311	Olk Great Gargant Left Foot 75p
p445	030300305	Olk Great Gargant Ankle 30p
p452	030300410	Olk Gargant ankle 30p
	030300407	Olk Gargant Left Foot 50p
	030300406	Olk Gargant Right Foot 50p

## GUBBINZ:

### Citadel Miniatures Catalogue 1986-1991

p17	070204/24	Terminator Storm Shield (great for armour plating) 50p.
	070204/17	Terminator Storm Shield 2 (great for armour plating) 50p.
p119	076027/22	Titan Carapace Landing Pad 1 £1.25.
	076027/33	Titan Carapace Landing Pad 2 £1.25.
	076027/34	Titan Fire Control Platform 1 £1.25.
	076027/28	Titan Fire Control Tower 1 £1.25.
	076027/44	Chaos Titan Tail 1 with Chainsaw £1.25.
	076027/41	Chaos Titan Tail 2 with Mace £1.25.
	076027/40	Chaos Titan Tail 3 with Cannon £1.25.
	076027/42	Chaos Titan Tail 4 with Skull £1.25.
	076027/23	Titan Banner Pole 1 £1.25.
	076027/24	Titan Banner Pole 2 £1.25.
	076027/27	Titan Devotion Bell 1 £1.25.
	076027/36	Titan Carapace Multi-lasers 1 £1.25.
p120	076015/19	Reaver Titan Banner Pole £1.00.
p134	076247/2	Olk Skull Hamma Boiler £1.50.
	076247/5	Olk Giblet Grinder Observation Tower £1.50.
	076250/8	Olk Observation Tower 75p.

### Citadel Miniatures 1995-6 Annual

p139	00490/12	Old Warlord Titan Banner Pole £1.00.
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### Citadel Miniatures 1998 Annual

p435	030700111	Warlord Titan Body armour plating 30p.
p445	030300316	Olk Great Gargant Exhaust 1, 75p
	030300317	Olk Great Gargant Exhaust 2, 75p
p450	030301403	Olk Weirdboy Battle Tower 1, 50p
	030301408	Olk Weirdboy Battle Tower 2, 50p
	030301409	Olk Weirdboy Battle Tower 3, 50p

## TEDZ TIPZ

For this, my last visit, I was well and truly prepared, notepad and broken pencil, plenty of chocolate digestives and, just in case things got a bit tricky... a cattle-prod!

### DIS ISHOOS TIP: Adding small details or removing them (pouches, seals etc.)

#### Remoovin' Bitz

After securing the miniature, cut all around the item to be removed with a sharp scalpel, or for larger parts a saw and then ease it away from the parent model. Take care not to

marr the parent model, because you can always use it later or add bits to it. If you're 'feeling lucky punk' then you can use a pair of snips (as outlined in Journal 24) but you must be very careful and bear in mind that the parent figure may well get a little 'mangled'.

Once you have in your possession the removed item, file down the back (the side once attached) and flatten it, so that it will fit onto another model more easily. If using the parent model, you must file the area where the item was removed in order to disguise the ragged metal.

### Addin'

Now, adding a previously removed item to another model is a simple matter of pinning it in place (as outlined in Journal 25), or for much smaller parts just supergluing them.

If, however, you really want 'to go to town', you can create your own details; pouches, seals, backpacks etc using fine grade Milliput or 'Green Stuff' (if you can get it). Use one or other of these substances, rolled into tiny balls, either directly onto the figure or on a sheet of greaseproof paper and sculpt using a pin in a wine bottle cork (*now it's getting interesting, do we get to drink the wine first?*), or sellotaped to an old paint brush handle, scalpel blade, your Gramma, whatever.

Practice, as with all things, is the key element here. It is probably a good idea to have some artwork or a figure available with the appropriate part as a reference, because, after all, copying isn't stealing it's 'sharing'. Now that's all you're gonna get out of me, so clear off before I get ya some real work to do... (*and on that encouraging note it's goodbye from him!*)

**There are absolutely dozens of parts that you could use in your conversions and we've only provided you with a mere handful. Most of the parts we've highlighted over the last few pages will only need a bit of filing down or clipping to make them fit and so should provide effective but simple conversions.**

*The Journal crew have been working long into the small hours and here's the fruits of their labour...*

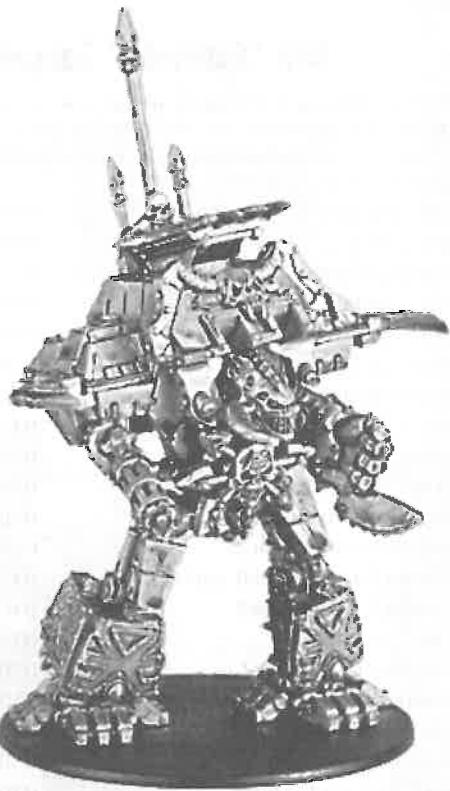
## Chaos Banelord Titan of Khorne

Based on the excellent Warlord Titan by Dave Andrews, this is a remarkably simple conversion. It utilises the following parts:

Warlord Titan Top Carapace	030700101
Warlord Titan Back Carapace	030700102
Warlord Titan Front Carapace	030700103
Warlord Titan Joint Plate	030700110
Warlord Titan Leg Joint	030700109
Warlord Titan Right Leg	030700112
Warlord Titan left Leg	030700113
2 x Chaos Dreadnought Foot	010200306
Chaos Dreadnought Trophy rack	010200307
Khorne Icon	010201802
Chaos Marine Bike front fairing	010202502
Tyranid Hive Tyrant head	010600201
Banelord Doomfist	0843/5
Warlord Titan Gatling-Blaster	00490/10
Manticore Storm-Eagle rockets	76092/7
Chaos Marine Bike Left side scythe	010202505
Chaos Marine Bike Right side scythe	010202504
4 x Arbaal the Undefeated's throneback	020102903

This conversion kit is available from Mail Order UK for £16.50

Chaos  
Banelord Titan  
of Khorne  
&  
Ork 'Fatbloke'  
Gargant



DOK BUTCHA'S KLINK

## Ork 'Fatbloke' Gargant (over)

Very much a homage and not an insult (the thought of Paul Sawyer slowly roasting and eating me is not one that I relish!). Not too difficult a conversion this, provided that you have more than one pair of arms and long, glue resistant fingers!

Ork Great Gargant Gork Head	076208/1
Gatling Cannon	076208/15
Battle Cannon Turret	076208/16
Ork Great Gargant Front	030300309
Ork Great Gargant Back	030300303
Ork Great Gargant Left Side	030300307
Ork Great Gargant Right Side	030300308
Ork Great Gargant Shoulder	030300302
Ork Great Gargant Back Walkway	030300304
Ork Great Gargant Exhaust 1	030300316
Ork Great Gargant Exhaust 2	030300317
GorkaMorka Strutt support	040301603
GorkaMorka Wrecking-ball and Chain	040301604
GorkaMorka Wrecking-ball	040301605
Ork Dreadnought Claw	010300109
Ork Dreadnought Foot x2	010300113
Ork Dreadnought Lascannon	010300310
Weirdboy Battle Tower	030301403
Ork Battle Fortress Turret 2	030301209
Ork Speedsta Lifta Droppa	030301903

This conversion kit is available from Mail Order UK for £17.50



Well, dat woz da last BITZ  
N TIPZ for nah, we ope dat u  
lykd it!

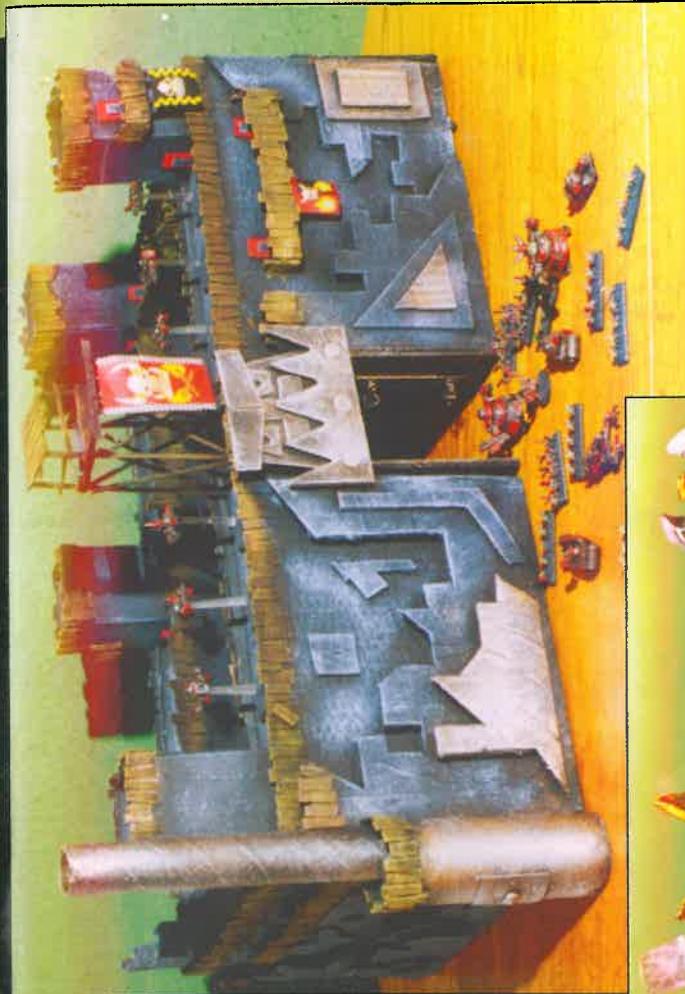
Az fore da next i zhoo, waite an  
rea. So til den....ZOG OFF!

*Dok Butcha, with his faithful Gretchin  
assistant, Konvertit, bring you  
conversion and modelling ideas for  
the novice and expert alike. If  
you've got any ideas - however  
crazy - that would appeal to  
the hobby worldwide get in  
touch at the address below!*

Journal Bunker, Games Workshop  
Ltd., Willow Road, Notts. NG7 2WS

## 'A FEW CONVERSIONS MORE'

By Andrew Judson



# CORKA FORTA!

by Gary James, Nikki, Minkus, James,  
Mark and Stunty



*(read all about it  
on pages 19-24)*



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